

MEGAZONE

AUSTRALIA'S ELECTRONIC ENTERTAINMENT MAGAZINE

October 90

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AUSTRALIA

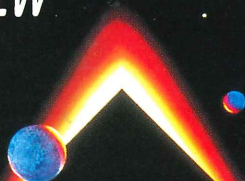
TOTAL RECALL

ROBOCOP 2 POSTER



SEGA UPDATE

MEGA GAMES REVIEW



GREMLINS COMPETITION

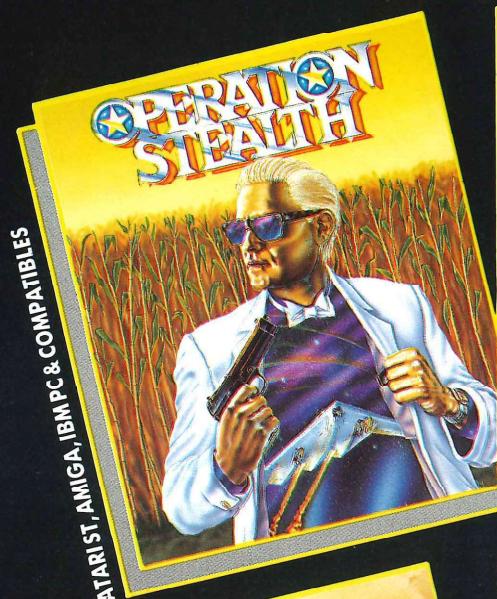


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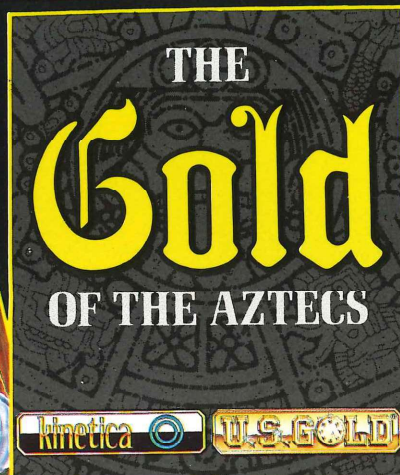
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The All New

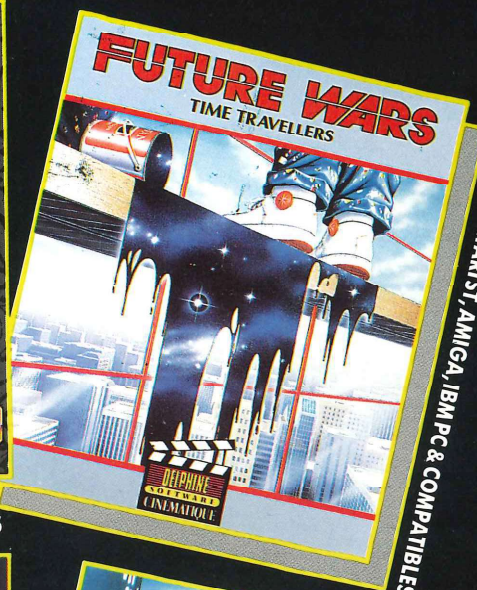
U.S. GOLD®



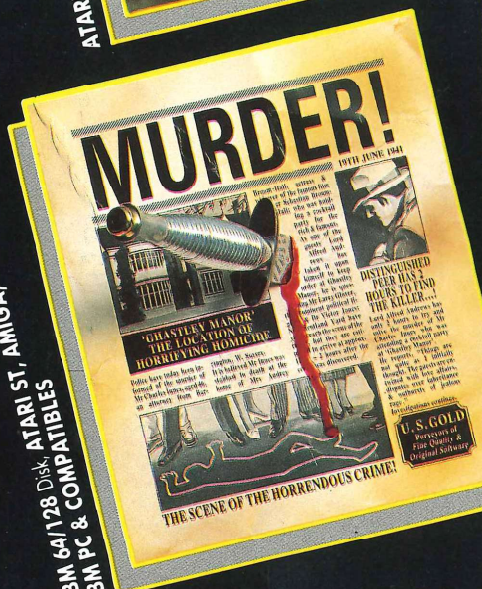
ATARI ST, AMIGA, IBM PC & COMPATIBLES



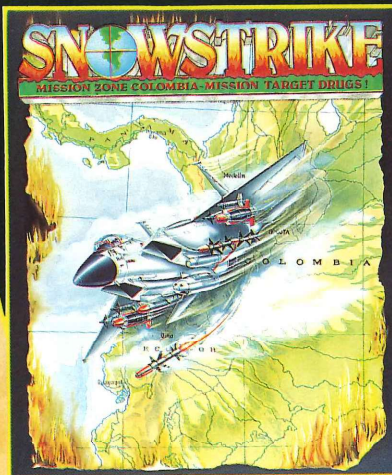
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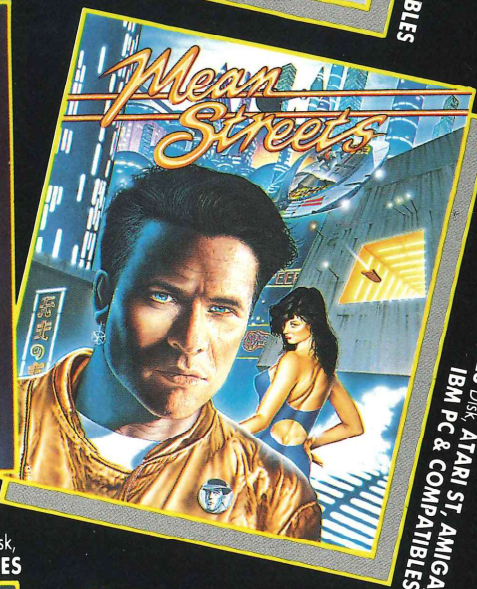
ATARI ST, AMIGA, IBM PC & COMPATIBLES



CBM 64/128 Disk, ATARI ST, AMIGA, IBM PC & COMPATIBLES



CBM 64/128 Cassette & Disk,
SPECTRUM Cassette, AMSTRAD Cassette & Disk,
ATARI ST, AMIGA, IBM PC & COMPATIBLES



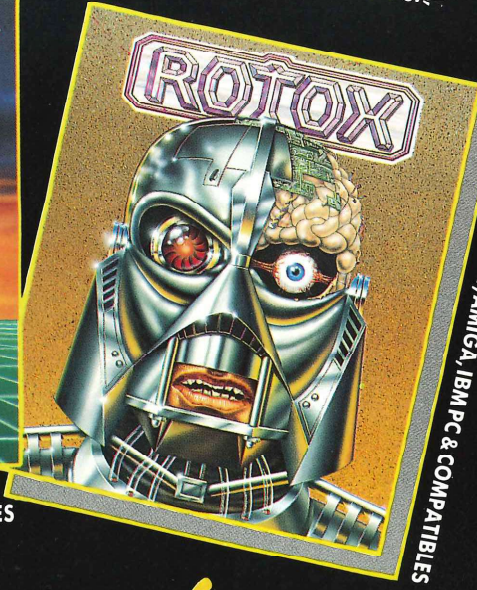
CBM 64/128 Disk, ATARI ST, AMIGA, IBM PC & COMPATIBLES



CBM 64/128 Cassette & Disk, AMSTRAD Cassette, SPECTRUM 48/128K Cassette, ATARI ST, AMIGA



ATARI ST, AMIGA, IBM PC & COMPATIBLES



ATARI ST, AMIGA, IBM PC & COMPATIBLES

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Atari Lynx.

The only video game system that keeps up with your Reebok Pumps and your Powell Peralta Deck.

- ◆ Built-in cartridge port for game cards
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Available at: Big W, Dick Smith Electronics & selected toy stores.

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When you first see a Commodore Amiga you'll be amazed at how much it can do. After you've seen its capabilities you won't be surprised that over a million Commodore Amigas have been sold worldwide.

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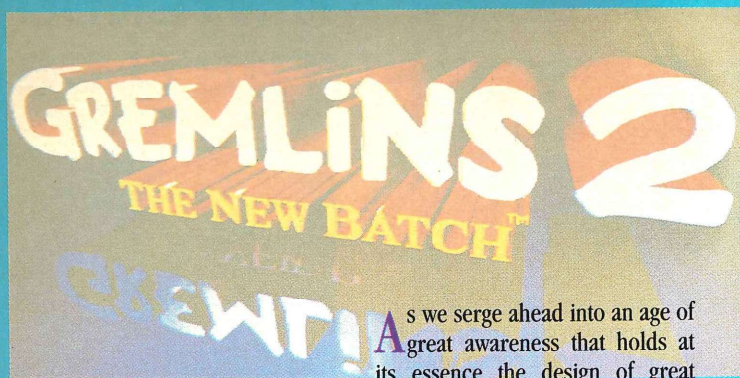
It talks, animates, educates. Whether you're nine or ninety, student or teacher, Commodore Amiga has the software to aid learning. As well as these applications, it offers a wealth of entertainment with the latest hi-tech video games.

The potential of the Commodore Amiga doesn't stop there. Commodore Amiga has thousands of software packages available as well as a huge range of supporting magazines.

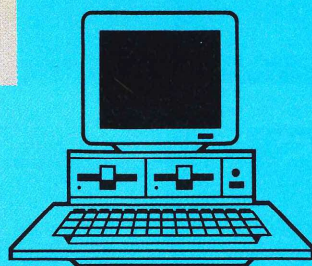
The Commodore Amiga 500 and 2000 make so much possible you're limited only by your imagination.

For further information and your nearest Commodore dealer phone (008) 023 233.

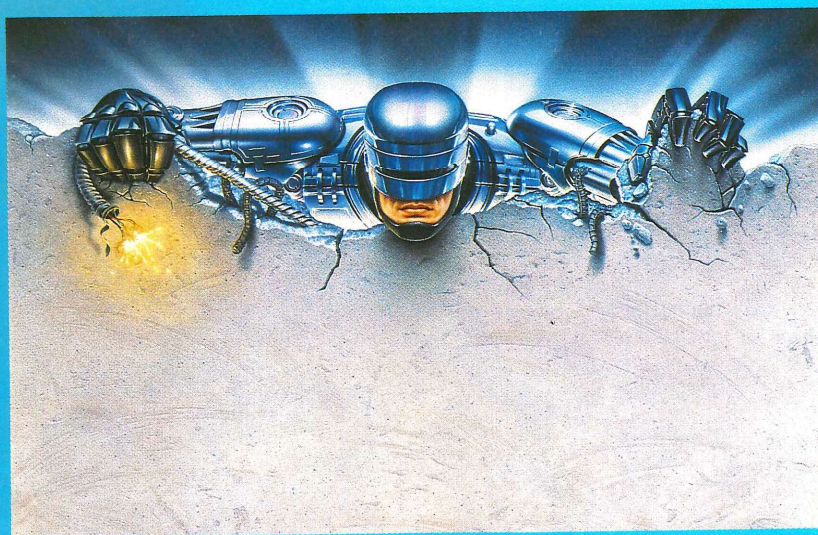
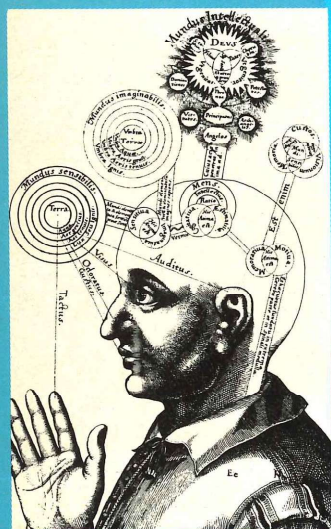

Commodore
AMIGA



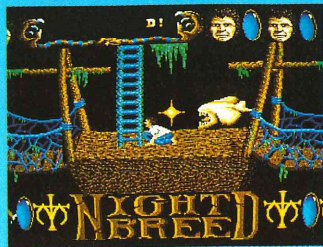
As we serge ahead into an age of great awareness that holds at its essence the design of great technology, we must make a conscious decision about the injustices that serge ahead with us. The training and arming of dolphins by the US Navy is an example of technology being used as a purely negative force. The great power of these creatures is unknown to us and no doubt the US Government will learn yet another lesson, we will suffer yet another loss and they will sink deeper into the darkness of sorcery and suspicion. The dolphins are fitted with a 45 calibre nose gun and trained to kill enemy divers. Insensitive is starvation, or food if you're an optimist. Hunger is a degrading, manipulative and highly unhumane weapon to use against any creature, especially the aware, sensitive and highly intelligent dolphin. Make a protest . . . in your head . . . in your heart, spray it on the walls, type it across your screen. The dolphins will hear, and believe it or not, it will make the difference!



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NEW NEW



Sega has over one hundred games titles available for the Sega Master System console. The Master System and games are sold through all leading retail outlets in Australia.

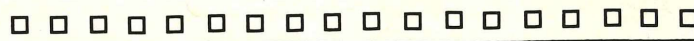
A cartoon illustration of a Gremlin II character, a green, scaly creature with large ears and a mischievous grin, wearing a yellow tank top and blue wristbands. It is riding a red skateboard with blue wheels, leaning forward in a dynamic pose. The background is plain white.

THE NEW BATCH
Gremlins II

Elite re-enter the market with Gremlins II. Based on the film Gremlins II – The new batch, and written by that wildly creative bunch at Toposoft – the guys responsible for IIS Golds

Systems Ills recent move of independence from Activision has seen the release of some very well received games. Rave reviews for Flimbo's Quest, Last Ninja 3 (December release) and Turbo Charge, which is based on the Ferrari F40. This game offers one hell of a challenge to you single tracked race maniacs.

Elite re-enter the market with Gremlins II. Based on the film *Gremlins II – The New Batch*, and written by that wildly creative bunch at Toposoft – the guys responsible for US Gold's Pepsi Mad Mix game. Keep your eyes glued to the next few pages for a full preview as sweet Mogwai and his mates (and I mean mates) transform into the meanest two foot beings ever to overrun a mall.



TOTAL RECALL

Fantastic science fiction game based on the biggest selling movie ever by the same name, starring Arnold Schwarzenegger!

The year is 2084. The world has survived it's world war, and two opposing government blocks rule the world. Mars has been colonised and is wracked by political unrest.

Travel to Mars with Quaid (Arnold Schwarzenegger) to confront the mystery of his own existence!!

CINEMAWARE: #2 3 FABULOUS WORLDS

Three hot Cinemaware titles are now available in the 2nd Cinemaware compilation. Rocket Ranger: Brings back all the action, romance, thrills and spills of the Saturday morning serial. Digitised original music and sound effects. Includes secret decoder wheel. Easy to use controls. Spectacular aerial dogfights and bonecrushing fistfights. Sinbad and the Throne of the Falcon: You are Sinbad with the formidable task of aiding the lovely Princess; Enhanced sound effects and original music. A unique blend of role playing and strategy combined with dazzling arcade style sequences; easy to use controls. The Three Stooges: Join those zany masters of mirth as they try and save an old lady and her 3 beautiful daughters. Coin-op quality arcade sequences; includes Moe, Larry and Curly's actual voices.

DOUBLE HAWK (Sega)

You control the action as John and Jack, two warriors hand picked by the United Nations and attempt to bring down a terrorist organisation which is responsible for a worldwide wave of violence! The terrorists are capable of launching attacks from the sky, the sea and by land.

GREMLINS 2 (Elite)

The computer game closely follows the film scenario, all the favourite characters feature Billy™, Gizmo™, Mohawk™ are all transformed in glorious colour to the computer monitor. The excitement, suspense and humour are all packed in there too, stylishly creating a thoroughly playable, challenging, good looking game.



SILENT SERVICE II (Microprose)

The original SILENT SERVICE was released in 1985. It won "Simulation of the Year" honours in six nations and was voted "Best Adventure Game for the Home Computer" by the Academy of Adventure Gaming Arts and Design in 1986.

Now SILENT SERVICE II updates the classic with the latest advances in sound, graphics and game design, including new targets and scenarios.

Digitised photographs depict enemy ships with uncanny realism. The new campaign option tracks your career with promotions and commendations. A time lapse replay lets you review your successes and learn from your mistakes. Realistic sounds and original music. Digitised speech. Special support for Ad Lib and Roland Sound synthesizers.

ALEX KIDD IN SHINOBI WORLD (Sega)

After ten thousands years, the once-banished Dark Ninja returns to make another attempt to take over the Miracle world. Someone's got to stop him – only the Kidd, the prince who knows no fear dares to meet the challenge. A great follow up to ALEX KIDD.

BASKETBALL NIGHTMARE (Sega)

You are the captain of the Hometown High School's basketball team. You've won the tournaments and are trying to win the All-American High School Championship! But then one night you have a very strange dream... Majic couldn't hve written a better b-ball game.

KEEPING UP WITH THE JONES'

Another great new title from Sierra!

Keeping up with the Jones' is an exciting game of life in the rat-race, and is a totally new type of interactive game from Sierra!!

Features include:

- A unique board-game environment!!!
- A no-typing point and click interphase!!!
- 256 colour VGA!!!
- Digitised, live-action animation using real actors!!!

Keeping up with the Jones' is an experience unlike any currently on home computers!!

What are you waiting for – the rat-race awaits you!!!



OPERATION STEALTH

Operation Stealth is set on the world of international espionage and plunges you headfirst into a James Bond-style interactive adventure game!

You are John Glames, a top CIA undercover agent, expert in survival in a hostile environment, trained in the latest combat techniques for a top-secret mission!

Operation Stealth is the second fantastic game from the new Delphine series, using the Cinematique operating system – this means the game is entirely mouse driven with no typing to slow you down!

Operation Stealth is a dynamite mixture of suspense, love and heart-stopping action!!

BACK TO THE FUTURE II

Fantastic science fiction adventure fun!!!

Join Marty as he travels into the future and influences the lives of his children!

Then experience the excitement of finding an almanac which lists all the sporting results of the last century!!!

Will Marty change his destiny??

The computer game captures all the excitement, action and humour of the blockbuster movie! Features:

- Superb graphical representation of screens from the film!!!
- Diagonally scrolling play area!!!
- Loads of exciting arcade action!!

This game is set to repeat the astounding success of its film parent!

High



GPS SAT NET is accurate to less than ten metres –
facility strictly reserved for the US military.

CD RECORDS



Up till recently, developments have been somewhat limited by the single function of the CD unit, operating essentially as a playback unit. Now Kenwood – Japan's leading audio manufacturers have launched the first commercial recordable CD system. So you have no excuse for hanging on to the rather enjoyable hissing and humming that accompanies the sound of your sad old hi-fi. Kenwood were the first to manufacture hi-fi radio tuners, commercially viable FM receivers and the car hi-fi, they command 80% of the market with their recordable CD system.

The Compact Disk Write Once (**CD-WO**) is capable of encoding onto a blank CD, and deals in audio CD, CD-Rom, CDV, CD+G, CD-I formats and major disk duplication. Those using the system will range from CD Rom software manufacturers, DJ's, broadcast stations etc. And for the small sum of **\$30,000** you too can set up your own system and record your own CDs.

SATELLITE NAVIGATION

AVIC-1



Pioneer Electronics' **AVIC-1** – the world's first commercial satellite Navigation system. Fitted neatly into your dashboard and accurate to a distance of 100m, the system accesses the US Government Positioning System (GPS) receiving signals from a network of 24 orbiting satellites. A colour LCD gives you visual confirmation of location using a map display accessed from laser discs. Five levels of map details are available as well as visual displays of nearby restaurants, hotels and services. The AVIC-1 costs in total (navigational device, display, antennae and audio system) **\$4,600** – as opposed to a Gregory's which costs around \$25. Still, it's a great saver on gas and an environmentally sound piece of technology.

TOTAL TRIVIA – It normally takes 20 people four hours to wash a Boeing 747 – but the new automated washing system can both wash and wax a jumbo jet in 80 minutes.

TECH

NEO·GEO

Never before has the excitement of the arcade game been so absolutely true to the home system as SNK's NEO GEO.

This soundly designed system offers a cased plug-in software, so it's easy to slot in. The console offers a cartridge slot and a separate control pad offers a high tech massive arcade quality joystick and fire buttons. The majority of silicon is kept in the cartridge allowing hardware silicon to be stretched to its optimum.

Sitting at the centre of the NEO GEO is a 16-bit 12MHz rated Motorola 68000 processor, with a 4MHz 288A processor to handle sound. Out of an available 65,536 colours, just under 500 colours can be displayed at one time. Screen resolution is programmable trading off against colour, and audio offers simultaneous sound effects, sampled speech and powerful backing track ability.

Games play exactly as arcade games play in this superb high quality and uncompromised system. The price however sits at around \$900.00, with software estimated up from \$400.00 a piece.

NEO·GEO·TECHNO INFO.

a 16 bit 12MHz rated Motorola processor
(Both ST and Amiga contain slower variations of this chip)
a 4MHz 288A processor that handles sound

64K main RAM

68K screen RAM

64K-ROM custom graphics/sound hardware

4096 - displayable colours out of 65,536

Graphic Chip **380 sprites**

z o o m
hardware scroll

Sound **3 voice** sound generators

4 voice FM synthesisers

7 channel PCM generator

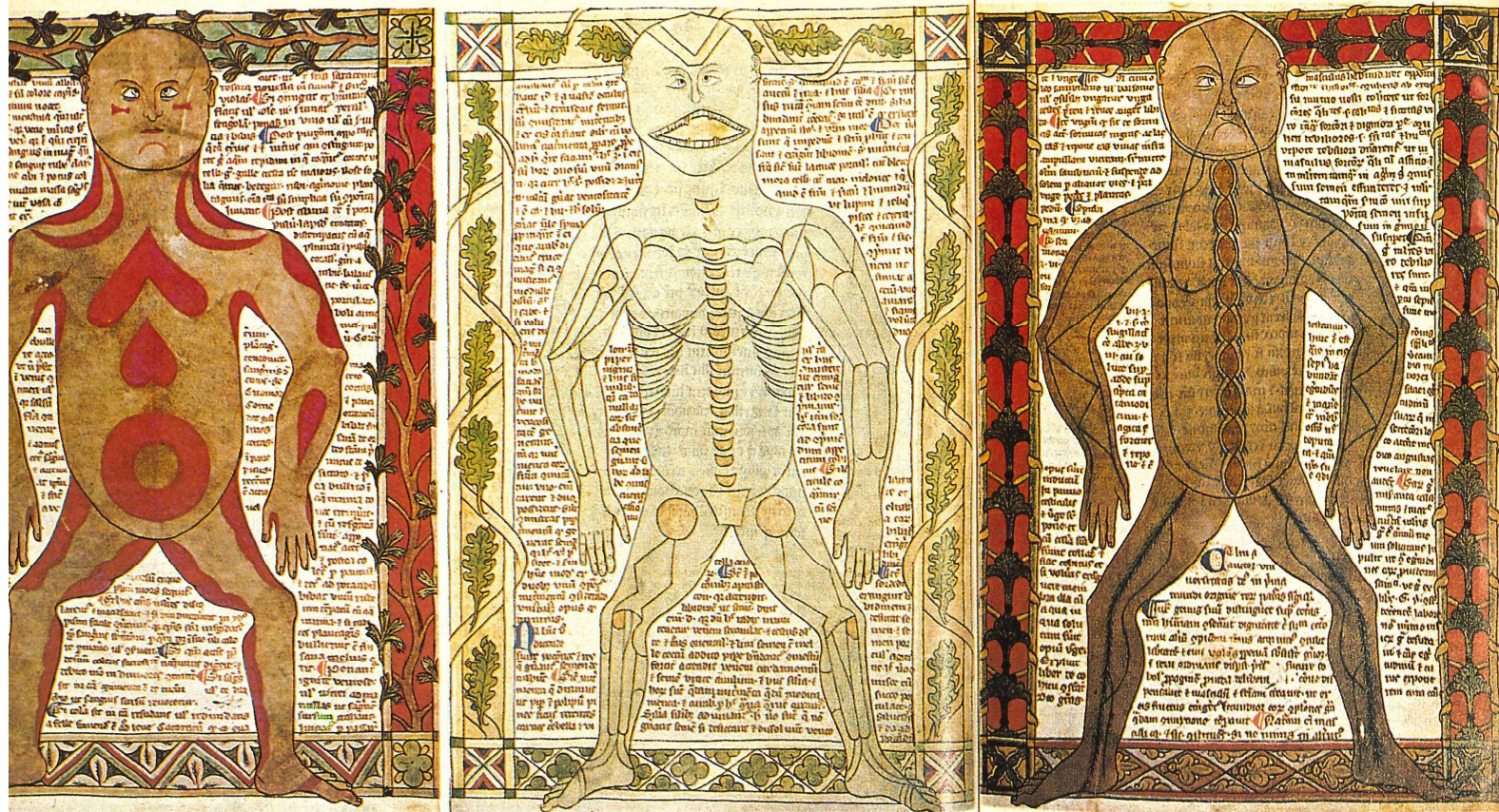
MEGADRIIVE MODEM



Sega complement their already well developed and established mega drive, with the Sega mega drive modem. The modem connects to the mega drive and plugs in to your telephone's wall socket. For the cost of a local phone call, you can directly compete with your opponent as you play the same game in different locations. Distance is not a problem, and the same game can be played Sydney to London, the US or Timbucktoo.

A serious breakthrough for Baseball and Cyberball players. (Just two of the many exciting available titles for the Mega Drive.) The Modem is due to be launched in Japan in October 1990, and is currently being trialled in Sydney for a 1991 release in Australia.





Got something to say —

c o m m u n

CONSUMER RIGHTS

I have one question to put to the software houses — WHY IS SOFTWARE STILL SO EXPENSIVE? I'm a firm believer in capitalism and profit, but this is lunacy. Don't you realise that you're making your consumers very, very angry. It's no good for us, and in the long run no good for you. Anyway, who's making all the money?

GREG WATSON
Petersham



I wish I knew the answers to both questions Greg. Well . . . actually I don't. Perhaps if the price of software dropped there would be less temptation for piracy.
MZ

STEAMING MAD

It's getting to the point where I'm seriously considering getting rid of my STE. After coming across over 20 games that don't load, I'm beginning to steam and froth at the mouth. Of course no-one will take the blame and the consumers land up paying!

Umimpressed
STEVE MALLSTONE
Padstow

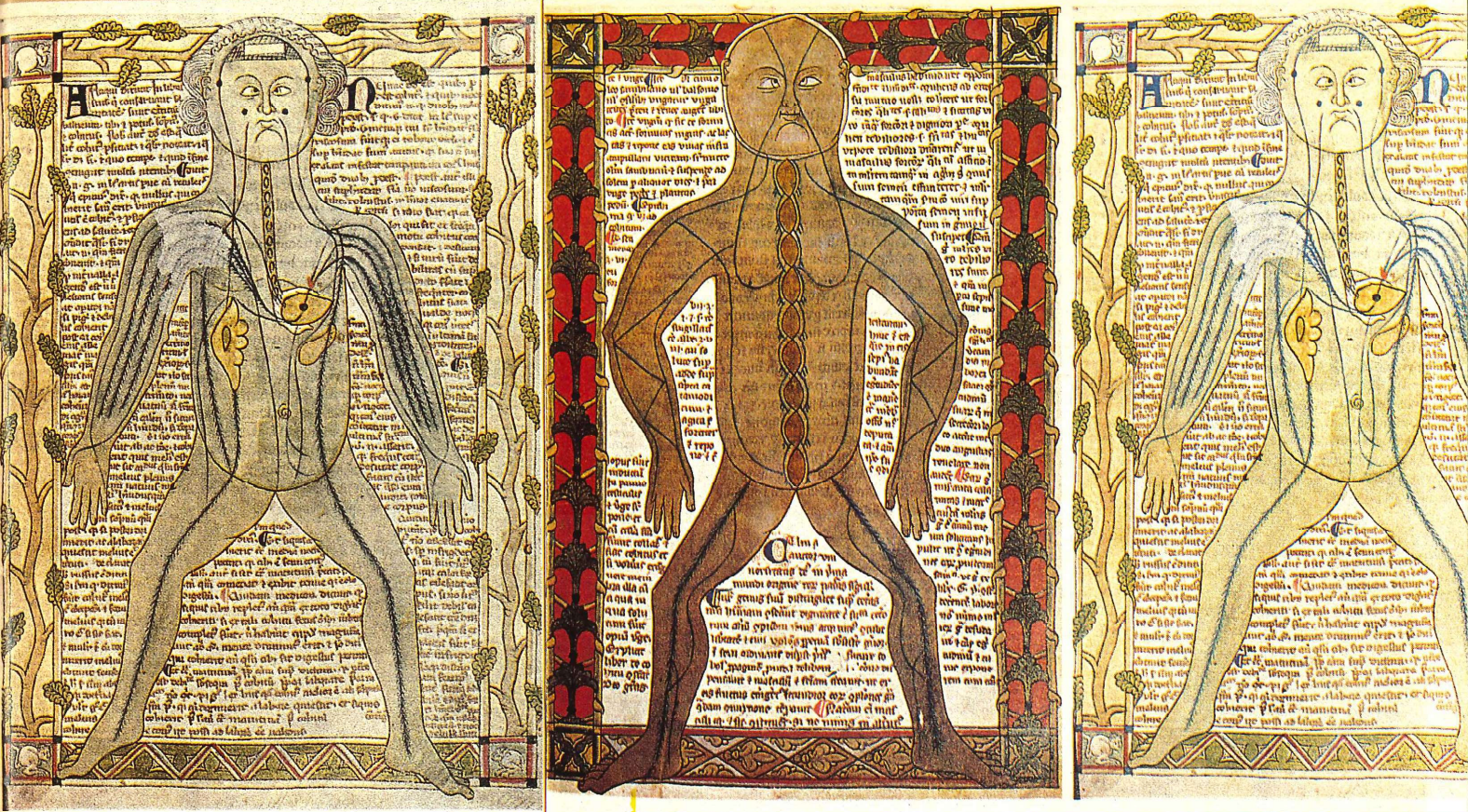


Well Steve, the software houses are aware of the problem, and slowly but surely, 'game compatibility' is being correctly labeled on packaging. What you can do, is check with publishing houses or with the software retailer BEFORE you buy the software. MZ

Send your mail to: **MEGAZONE Magazine.**
Postal Bag 9, Rosebery NSW 2018.

DONT STRESS OUT ... WRITE TO US ABOUT IT !!

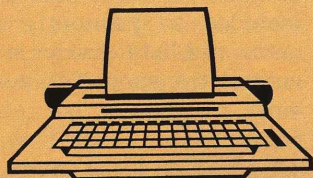




i c a t i o n

If you're interested in reviewing some games and you can write, drop us a line here at Megazone. Whoever you are!

MZ



In this letter I would have liked to spill out all my love for the mag, but there wouldn't be enough paper. Excellent job on the reviews, presentation, range of computers and games, arcades and all the rest! Megazone has got to be the best computer games magazine in the world!!

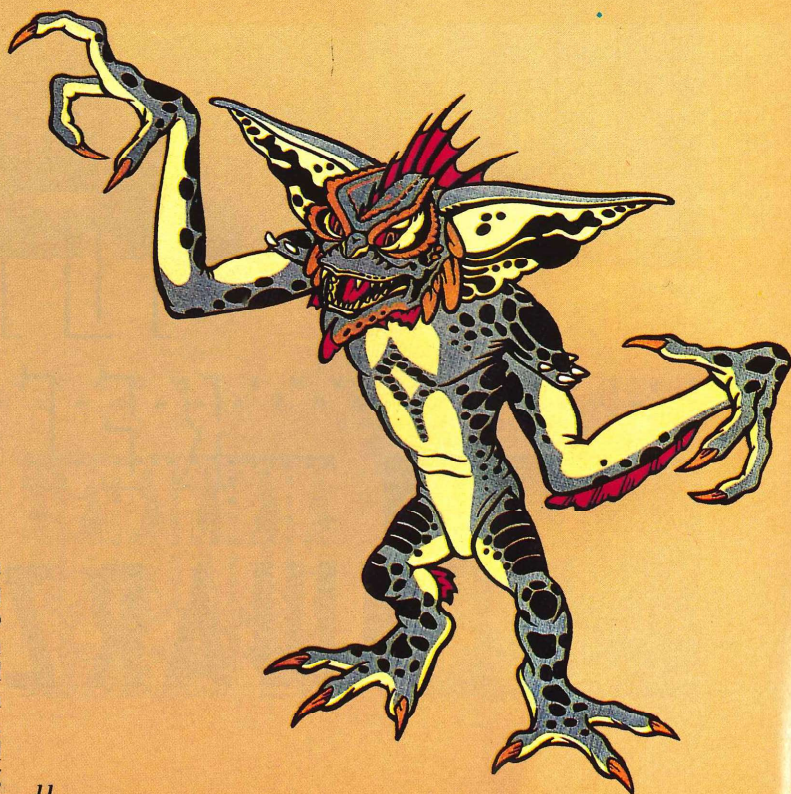
I own an IBM VGA and a Sega Master System (great pair, eh?) I'm interested in the Sega Megadrive, Atari Lynx, Sega and VGA arcade/action games. I agree with Kevin Parry, (Aug 90, issue 6) some top VGA games would make reviews even better. Don't forget to mention where to buy them. Could you please tell me where Atari Lynx are sold, so I could buy one.

Keep reviewing the Sega games and new consoles.

PAUL SRETENOVIC
Daisy Hill, Queensland

What a pleasure to hear from you Paul. It's good to know we're doing our job well. All I can do in regard to sale of the Atari Lynx, is give you Atari's phone number in Queensland and hopefully they can put you in touch with some local retail outlets. Phone No. (07) 394-8210. Good luck.

MZ



BLOCKBUSTER ☆

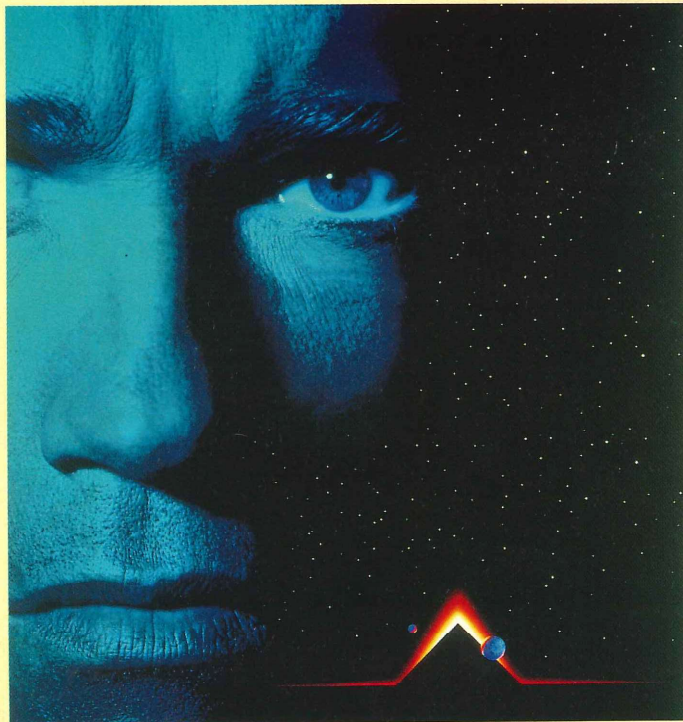
THE MOVIE OR THE GAME

Well, both actually. With the release of Mega Movies such as 'TOTAL RECALL', 'GREMLINS', 'ROBOCOP' etc, its predestined that computerheads will get a good load (no pun intended) of blockbuster business, as Mega Companies bite and scratch each others eyes and partners trying to seal or steal the rights to these money making titles. But what do you care as long as the games are good! We take a closer look of latest – 'Arnies Adventures on Mars' or better known as 'TOTAL RECALL' and 'Robocop II'.



THE MEGA MOTION PICTURE

The film is about dreams and reality, adventure and excitement, set in the future, packed with action and relieved by well placed comedy and self discovery. Dough Quaid (Arnold Schwarzenegger) is a construction worker in the year 2084. Happily married with a steady job and good friends, Quaid holds within his subconscious mind an awareness of another life on another planet. His reoccurring dreams of this other life he leads, take him to Rekall Inc, a travel service who implant fantasy adventure into the minds of their customers. Quaid's fantasy is to visit this mysterious planet of which he dreams, but something goes terribly wrong.



TOTAL
RECALL

SCHWARZENEGGER

Total Recall © 1990, Carolco Pictures Inc.

A separate personality that Quaid has blocked from his mind manifests and the technicians at Rekall have to sedate Quaid. However, the knowledge he has, the memories unlocked, place Quaid in a dangerous position, and he becomes a hunted man.

Shot in Mexico City filmmakers Verhoeven, production designer William Sandell and conceptual artist Ron Cobb (creators of ROBOCOP) have created a futuristic yet realisting 'Mars' – where people protect themselves from radiation by living in the rocks. The entire Martian world was created in the studio by a team of over 360. It includes a spaceport, an entire red light district and central transportation network.

□ □ □ □ □ □

ROBOCOP 2

THE GAME, brought back to earth by Ocean, is a multi-stage platform arcade game. Active minds, who produced the story board for Ocean are currently working on the spectrum, C64, CPC, Amiga and ST versions. Release date is not known yet, but its looking like a great Christmas line! Aclaim (USA) is producing TOTAL RECALL on the Nintendo Entertainment System – where Arnie gathers sophisticated weapons as he battles his way through, preparing for the final confrontation on Mars.

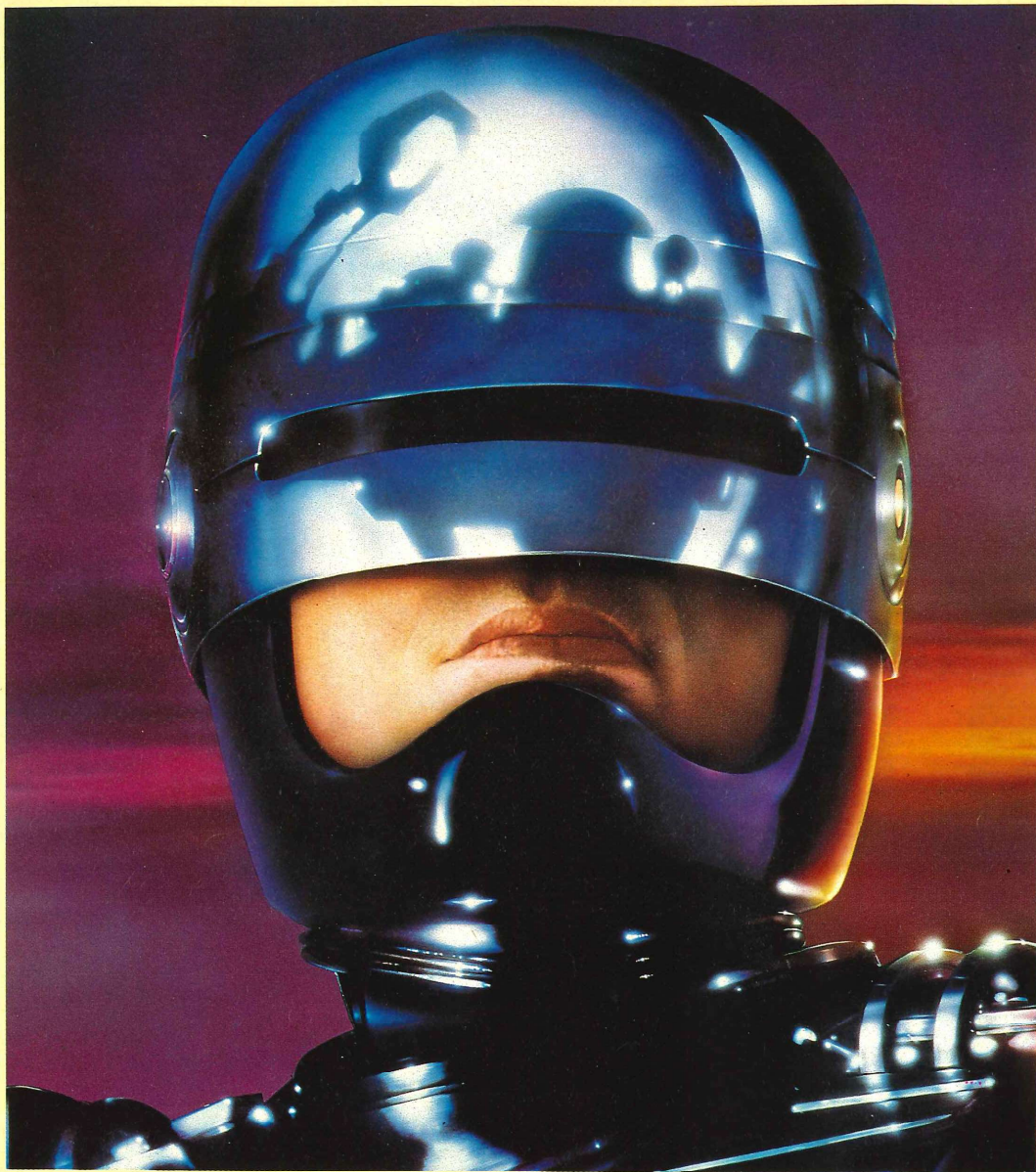
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MORE MOVIE MANIA

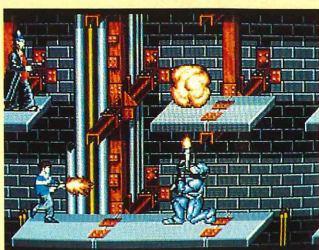
THE GAME

ROBOCOP II

Robocop II is similar to the original game with eight levels consisting of four main sections, as well as time limits and limited lives. The game starts off with Robocop battling his difficult way through an industrial setting as he heads towards the lab where 'Nuke' is being manufactured. 'Nuke' is the name of the latest designer drug to hit the streets, and 'Cain' is the name of the slime brain drug dealing trash who heads the whole operation. Robocop has to make his way through magnetic conveyor belts, crumbling floors and booby traps as well as use his aided discretion and arrest (not shoot) selected crims. Moving on to a memory bonus level, you try to help this poor lost heap of scrap remember who he actually is. Followed by a bit of target practice at the shooting gallery and then a few drinks with the blokes where necessary evidence is hidden in the vats. After returning back to a memory mode level, reconstructing his wives face, fighting his way through to a central computer and solving the logic puzzle, Robocop finally meets his match – A larger version of ED-209 – with Cains brain.



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A500 RAM

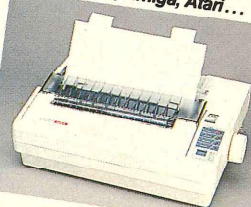
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- 1 meg \$399
- 2 meg \$549
- 4 meg \$869

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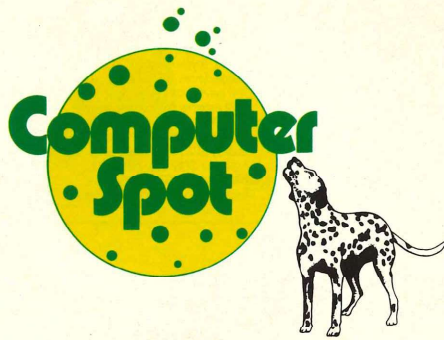
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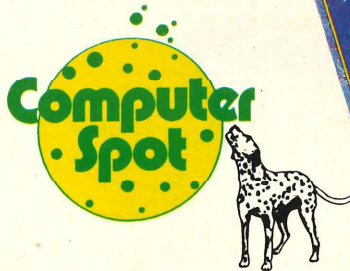
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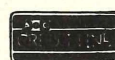
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For those of you who already own a copy of Alex Kidd, the following pages will help you through some of the more difficult puzzles, as well as provide you with complete maps for your reference.

Those who haven't bought Alex Kidd yet (poor souls) may use this article as a sort of in-depth review to help you decide if it's the type of game you'll like.

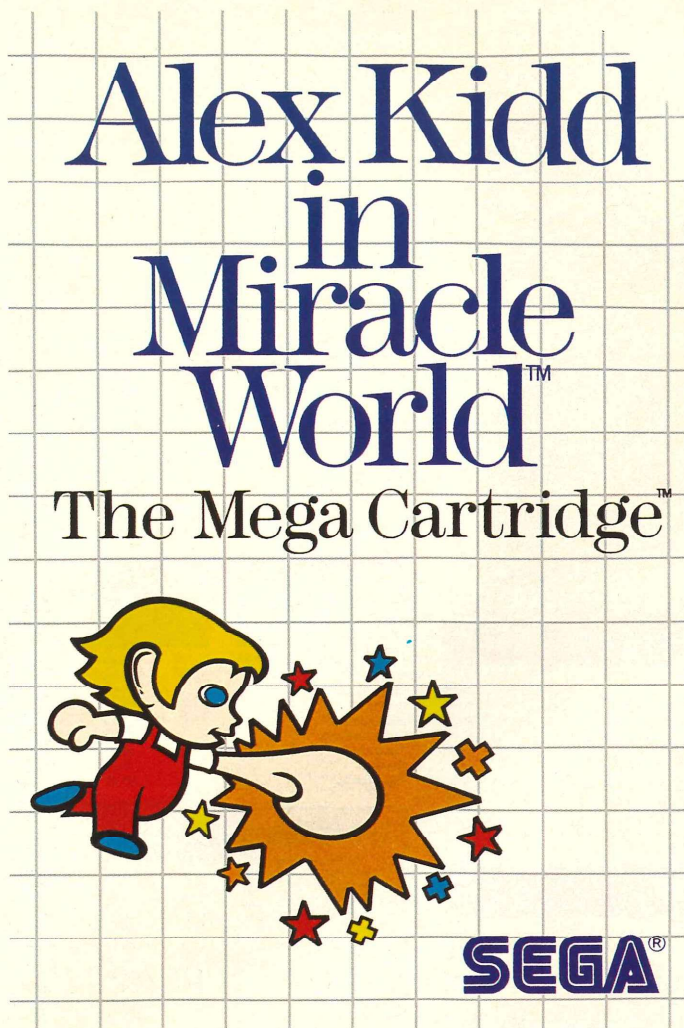
But, whether you own Alex Kidd or not, remember that a lot of the game's secrets are revealed in this article. Be careful that you don't spoil the game by reading things that would be more fun to discover on your own. To help avoid this, I've placed the answers to a few of the main puzzles in a "secret answer" list. Do not read anything in this list unless you absolutely have to. Try to solve the puzzles on your own. If that doesn't work, look for hints on the maps. Go to the secret answer list only if the map hint directs you there – and only after you've tried to solve the puzzle on your own.

BASIC SKILLS

To successfully make your way through the many locations comprising Miracle World, you need to practice a few special moves. Those moves are listed below.

Jumping: Outside of walking, this is the simplest move Alex can make. Three things modify your jump: 1) within limits, the longer you hold down the jump button, the longer you'll stay in the air, 2) if you use the arrow controller in conjunction with the jump button, you can aim Alex's jump more accurately and 3) you can jump if you make a running jump.

Jumping and punching: Many of the rocks and boxes in Miracle World are out of Alex's reach. To get to them, you must master the combination jump-and-punch move. This move takes a little practice, but if you spend a little time on it, you'll be a master in no time. All that is involved is jumping toward a rock or box and punching it while you're still in the air. It takes timing, but it's not too difficult.



Alex Kidd In Miracle World™

Run, jump and punch: In some areas of Miracle World, you'll need to reach a lot higher than is possible with the standard jump-and-punch move. On these occasions, you should try the run-jump-and-punch move, where you get a running start before you jump. It's tricky, but it's a required manoeuvre if you want to conquer all the locations in Miracle World.

Precision jumps: These jumps aren't really any different than regular jumps, except that your landing point may be only a single block wide. Several locations in Miracle World require precision jumps, and though they are tough on the nerves, they can be mastered. Once again, practice is the only secret. Just don't forget that the arrow pad can help you manoeuvre Alex – even in the air – and that the jump button controls the duration of Alex's jumps.

Tapping: Alex Kidd can actually reach locations up to two blocks away from him. It's easy, of course, to punch rocks or boxes that are right next to him, but reaching one block further requires the use of "tapping" – if you want to do it safely. To perform this manoeuvre, face Alex in the direction you want to punch. When he's standing right on the edge of the block, give the arrow controller a quick tap in the direction you want him to move. He'll creep forward ever so slightly. Now see if you can reach the target you're trying to get. If not, tap the control again. Repeat this process until Alex can finally reach. You'll be surprised at what great balance Alex has.

Swimming: Mastering underwater movement in Miracle World presents a real challenge. Because Alex tends to always float upward, it's very difficult to manoeuvre him in a

specific direction. Two things can help you. If you hold down arrow on the control pad, Alex will float downward as far as he can and then stay there. As long as you have the control pad pressed down and to the right, or down and to the left, you can safely manoeuvre Alex over any surface without worrying about his starting to float upwards again.

Also, Alex cannot float through obstructions. Therefore, a good way to stabilise Alex's movement is to have him swim under something solid, which allows Alex to stay in one place. Much as if he were float at the surface of the water. This is a good method for punching out fish. You just wedge in under a rock and wait for the fish to approach you.

Gathering Points

Alex Kidd in Miracle World is one of those games that can be played using several different strategies. You must ask yourself if you are playing only for points, playing to reach the goal, or playing a combination strategy: trying to reach the end of the game with the highest possible score.

Knowing the strategy you wish to use is important. For example, if your only goal is to complete the game, then the best advice anyone could give you would be to stay away from as many of Miracle World's creatures as possible. It doesn't make sense to risk Alex's life by punching out Scorpions and Monster Birds in an effort to gather a few extra points. Points won't help you reach the game's conclusion. (Of course, sometimes you have to punch out creatures. It's not always avoidable.)

On the other hand, the only way to get points in Miracle World is to defeat the enemies. Punching rocks and Star Boxes won't increase your score; only punching the creatures will do that. However, going after creatures increases not only your score, but also the chances of losing a life. Everything in Miracle World is give-and-take.

The Unpredictable Question Mark Boxes

Miracle World contains many "Question Mark Boxes", each one containing some surprise: either a power bracelet, a free Alex Kidd or (gasp) a ghost. Unfortunately, you cannot always be sure what is in a Question Mark Box, even if you've punched it before. Some of these boxes always contain the same thing, while others change depending on what you've done in the game and which items you're currently carrying in your inventory. For example, the first Question Mark Box in the game always contains a power bracelet. But the second Question Mark Box may contain either a power bracelet or a ghost, depending on whether or not you took the power bracelet from the first box.

Because of this unpredictability, it is virtually impossible to know what every Question Mark Box will contain under every circumstance. As you become familiar with the game, you will develop patterns of play. As long as these patterns of play remain consistent, Question Mark Boxes will work the same way every time you play.

However, keep in mind that, while it helps you avoid nasty surprises, consistent game play may cause you to miss out on some *good* surprises too. If you play the game exactly the same way every time, you'll never know what you may be missing.

So, because of the impossibility of knowing what is in each Question Mark Box under every condition, you may find surprises that I didn't.

A Special Surprise

If you've been playing *Alex Kidd in Miracle World* for a while and are getting tired starting from the beginning every time you lose your last life, I've got a bit surprise for you. Although it's not mentioned in the game's manual, *Alex Kidd* has a continue feature!

If you have at least \$400 in your inventory, try this: when the "Game Over" screen appears, tap button #2 eight times while holding the control pad in the up direction. You'll find yourself at the beginning of the level you died on, complete with three new lives. However, you'll also be \$400 poorer.

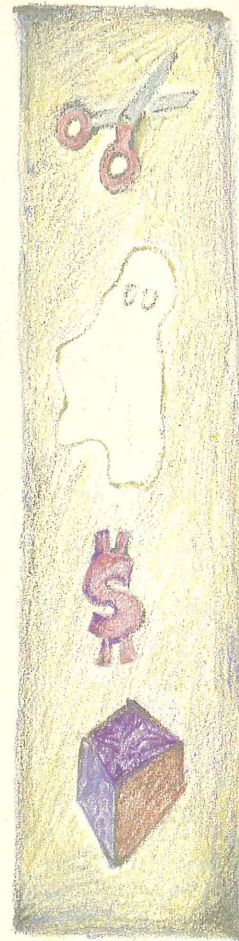
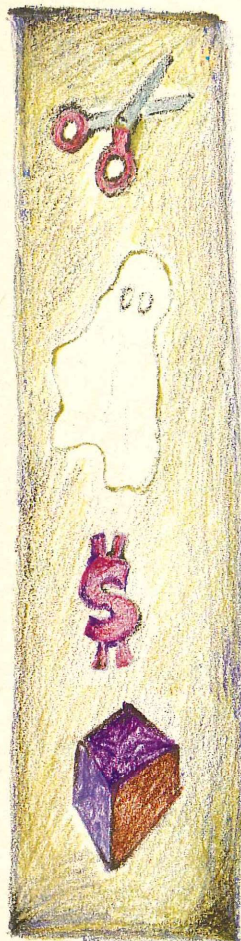
Secret Answer List

#1: Choose rock and then scissors.

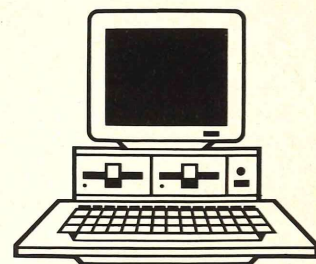
#2: Once the Octopus is gone, if you move Alex's stomach back and forth over the top of the chest, you'll eventually be transported to a secret bonus level.

#3: Run into the hole from the left, keeping the right arrow of the controller pad pressed down. If you're lucky, after you fall down the hole, you'll run to the right, rather than falling into the lava. Just keep walking to the right to find the secret exit.

#4: Choose scissors and then paper.



WONDERBOY WINS A W A R D VIDEO GAME OF THE YEAR



Megazone has selected Segas Wonderboy III – The Dragons Trap as “video game of the year”. Wonderboy III was selected from a broad range of Nintendo, Atari and Sega games. The judging was done by a panel of serious game players and review editors from Megazone.

The award was based upon the following criteria:

- Graphics** – Usage of colours, sounds and character graphics.
- Game Play** – How entertaining the product is to play continually.
- Challenge** – Both speed, skill and ingenuity to solve puzzles.
- Durability** – How long will the game maintain its appeal.
- Originality** – Higher points for the more originality in the game.
- Fun Value** – Combination of all the above with each judges personal points given for how much they enjoyed each game.

Sega's Steve Hall said that the Wonderboy series is now Sega's biggest selling title range and estimated that one in three Sega owners would have at least one of the Wonderboy games. This estimation is based on over 6,000 units selling out within 14 days of release. The award was presented to Sega in their offices in Sydney.

Wonderboy, was selected out of the following titles:

NINTENDO

1. Teenage Mutant Ninja Turtles
2. Double Dragon
3. Super Mario Brothers
4. Legend of Zelda
5. Robo Warrior

SEGA

1. Wonderboy
2. Afterburner
3. Double Dragon
4. Altered Beast
5. Shinobi

ATARI

1. California Games
2. F-19 Tomcat
3. Double Dragon
4. Donkey Kong
5. Missile Defense

SEGA MASTER SYSTEM II

During the June 1990 Consumer Electronics Show in Chicago, Sega announced the development of a new Sega console – officially called, not very imaginatively, *The Sega Master System II*.



Where the Sega Master System II differs, is with the new built in game, Alex Kid in Miracle World – one of Sega's best \$49.95 cartridge games – replaces the “Hang On” and “Maze” game in the existing Sega Master System.

The newly designed Sega will hit the streets towards the end of October 1990 and is expected to sell below the \$100 barrier!! With Alex Kid in Miracle World now built in, one control stick, power supply and TV connector, the new Sega is bound to be enormous this Christmas.

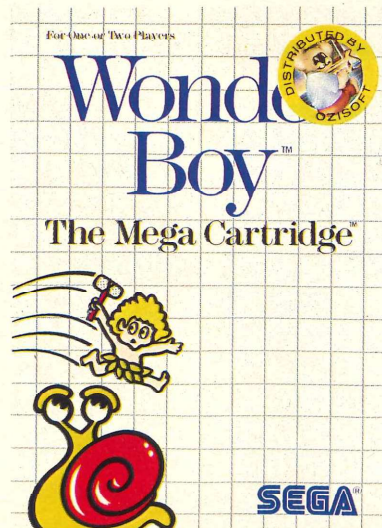
A new Sega System retailing at \$99 will almost certainly kill off Atari and Nintendo in Australia – a comparable Nintendo system will cost around \$190 and you would be able to buy a Sega console for not much more than one Nintendo game cartridge!!!

We hear through the grape vine that over 100,000 Sega Master System II's will hit the market in one of the biggest advertising blitz ever seen in the game console market this Christmas.

The big news is that Ozi Soft, the Australian distributors of Sega will be doing the world launch of this new console in October this year. Certainly a major coup for Australia, as this new console won't even be released in Europe until 1991.

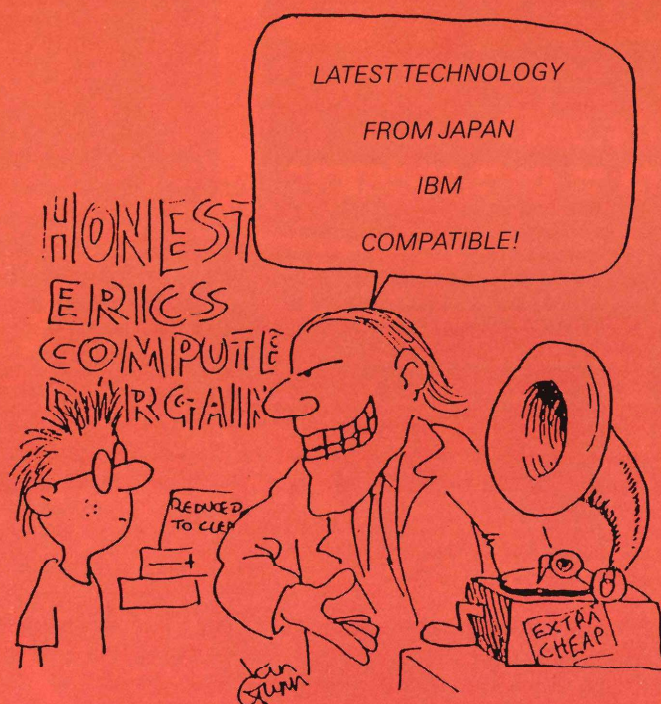
The Sega Master System II is compatible with all Sega Master System games, with the exception of all 3D games – except where the games can be played in 2D mode. This new Sega has had the sophisticated and expensive 3D circuitry and 3D card port removed completely – also indicating the demise of game cards. As we have already seen card games produced into full cartridges, this move is seen as a sensible change.

All fans of 3D games will be able to purchase the existing Sega Master System or the Sega Master System Plus which fully supports the 3D glasses accessory and 3D games.



WINNER OF OUR SEGA MASTER SYSTEMS CONTEST IS DAVID UPTON OF MONA VALE.

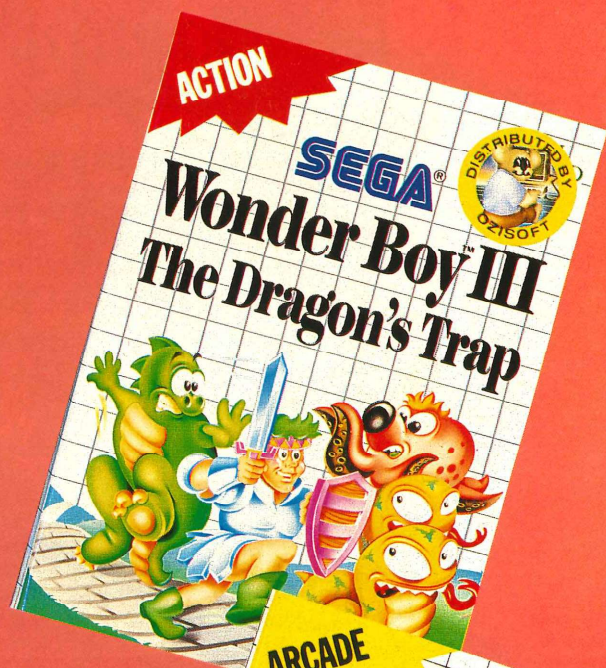
DAVID HAS WON TWO TOP GAMES FROM SEGA DOUBLE DRAGON & WONDERBOY III — THE DRAGON'S TRAP.



OUR TWO RUNNERS-UP ARE BRENDAN GARNER FROM MANUDRAH & STEPHEN BRADSHAW FROM WESTON. WITH THE FOLLOWING CAPTIONS.

BRENDAN: This priceless gem is a marvel of engineering. The sheer brilliance in mathematical processing helped Paul Keating with the Federal Budget.

STEPHEN: Would I lie to you? This is the newest console on the market and plays any game you want it to. Just put the cartridge disk or cassette in this funnel along with half a cup of milk. Plug in monitor and joystick and put a hundred dollar bill in my cash register any time you want to play.



GREAT SEGA T-SHIRTS FOR THE BOYS!

KINGS QUEST – V

THE BEST OF A GREAT NEW BUNCH

Coming from SIERRA

The same question is being asked by millions of sierra fans world wide:

“When, when, when will we be getting a new game from Sierra?”

Well, hold onto your hats and fasten your seatbelts! Sierra have not one, not two, not three, but **TWELVE** fantastic new games planned!

by ELIZABETH ASHBY

In an industry where many companies come and go, 1990 is Sierra's tenth anniversary. In the last ten years Sierra have done much more than prove their establishment – they've proved their position as leaders in the software entertainment industry, with collector item favourites such as Kings Quest, Police Quest, Space Quest, Colonels Bequest, Conquests of Camelot, Sorceirian, Leisure Suit Larry and many more.

There are many features which make Sierra games stand out from the rest: superb quality graphics, magnificent sound effects and above all, intriguing playability.

The next decade looks pretty hot for Sierra! To gear themselves up for 1990's new game season, they've added to their already impressive games development staff an additional 20 artists and 15 programmers!

So what exactly do Sierra have in store for us in the near future?



STELLAR 7 – A decidedly 1990's version of Dynamix's first game, this time with stunning, full 256 colour, digitized VGA graphics and phenomenal sound effects. All the excitement of the original Stellar 7, in a truly state-of-the-art arcade game.

OIL'S WELL – Sierra brings you eight exciting levels of 256 colour arcade action in *Oil's Well*. This fast-paced game lets you become an oil baron racing against time to drill your oil fields before the competition can sabotage your operation. Delightful animated sequences between levels, outstanding VGA graphics and a lively original soundtrack make *Oil's Well* a real arcade game treat.



Without a doubt the most anticipated game is Kings Quest V, with the return of the good King Graham. The entire Kings Quest series has been the creation of Roberta Williams, and we are assured that this fifth sequel is bigger and better than ever before.

Well, bigger is certainly true – Kings Quest V weighs in at an impressive 10 megabytes, certainly making it the biggest game in history, and offering more than 100 individual scenes for players to explore!

Roberta has been very involved in every aspect of this latest creation and says:

“The graphics and animation are just wonderful. There's lots of music and great digitised sound effects. And it's bigger... a lot bigger... than the previous games.”

The first thing that 256 colour-system owners will notice is the incredible difference in the graphics. The backgrounds are both rich

MIXED-UP MOTHER GOOSE – Children all over the world have enjoyed Roberta Williams' *Mixed-Up Mother Goose* for years. Now Sierra brings you two new versions of this popular children's game: *Mixed-Up Mother Goose (SCI)*, with Sierra's improved high resolution graphics and sound card support, and *Mixed-Up Mother Goose (VGA)*, in breathtaking full 256 colour VGA graphics and full sound card support.



and high-resolution, and began as full-colour paintings by the top artists at Sierra. The animation has been enhanced with video capture techniques for added realism. There are eight sequences in total to set the stage and thicken the plot!

Just as outstanding is the sound, with a magnificent orchestrated soundtrack and dozens of realistic sound effects supporting most major soundcards.

And yes, for those of you who just can't wait to get your hands on a Compact Disk version Sierra game, we're pleased to be able to inform you that a CD version of Kings Quest V is due out before the end of 1990.

The CD version features not only a longer soundtrack and even more sound effects but also digitised speech in place of the usual dialogue boxes. Overall, this version has more the sound and feel of a blockbuster feature film than a computer game!

Perhaps one of the most unusual things about King Quest V is the newly designed intuitive interface. End-users will be able to instantly access a bank of icons that will enable them to perform a wide variety of game actions without the use of typed sentences.

“I think the new interface is going to be a big plus” says Roberta. “You can do everything with the mouse, but it has all the control of the previous games, without the frustration of having to figure out the right words to type in when you know what you want to do.”

King Quest V also features ‘Intelligent Pathing’ which allows characters to find the most efficient route from one place to another onscreen without constant help from the player in order to avoid obstacles on the way.

To be released in a 16-colour (EGA) version, and a 256-colour (VGA) version, and a 256-colour (VGA) CD-ROM version with digitised speech, plus added music and sound.



KINGS QUEST V – Roberta Williams brings you the long awaited 5th game in the King's Quest series, the most popular computer adventure game series ever. In stunning 256 colour VGA graphics, this game promises to be a hit with families worldwide.

SILENT SERVICE IITM

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US GOLD

ROGER SWINDELLS

In this issue of Megazone, we were able to catch up with Roger Swindells, the European Sales & Marketing Manager for US Gold, on his trip to Australia.

US Gold is one of the leading supply houses in Europe, and looks set to cater to end-users every need in the coming months!!

S How is US Gold perceived in the market place by the software industry?

RS From the early days in the 1980s US Gold had great success with titles like Beach Head, Raid over Moscow and ZAXXON. Since then, US Gold has evolved into a major multi-label software publisher and distributor throughout the world.

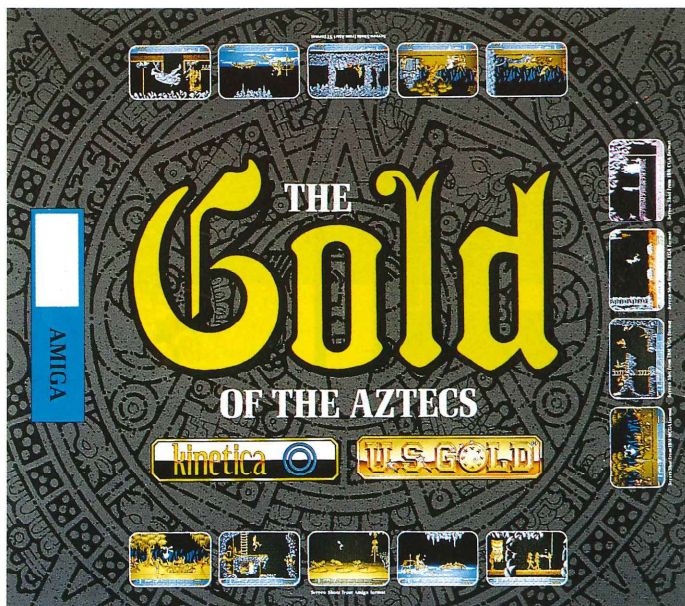
Whilst end users identify US Gold as primarily an arcade style developer, providing superb action games with little or no strategy, we have in the past two years been developing substantially more complex and sophisticated titles such as Gold of the Aztecs and Murder.

We have also sourced more complex titles from around the world, and the next title is 'Operation Stealth'. The European press coverage for this title from Delphine is second to none.

S What direction is US Gold planning in order to fulfil consumer demands?

RS We already supply and generate consumer demand in all market places – future development plans include the relaunch of new Sega coin-op titles into the home computer market.

For this to succeed we are studying the best developers possible in Europe – people whose work won many awards with Strider, Forgotten Worlds, Turbo Outrun and Ghouls N Ghosts.



We also will extend the CAPCOM range of coin-op conversions with UN Squadron in October, a stunning 3D conversion of a very fast CAPCOM shoot 'em up, and Strider II.

If you enjoyed Strider, you'll love Strider II – he's faster, fiercer and has much more to do, and also, the playing area is substantially increased.

However, those game players who have 16 bit machines may prefer Gold of the Aztecs from Kinetica. The game is written and designed by Dave Lawson. He has previously been involved in the development of the Psygnosis titles. Technically, Gold of the Aztecs has:

- 18 megabytes of graphics
- 8 megabytes of code and data
- 600K of sound and music effects
- 140 different hero actions
- 7000 frames of animation
- over 80 screens of non-stop action interwoven with mysterious puzzles.

Overall, I think US Gold are heading in three major directions:

1. Retaining coin-ops and conversion activity via CAPCOM/SEGA.
2. Entering sophisticated complex gameplay market via Delphine and Access.
3. Original development with high profile.

S What are the new concepts or technology the industry will witness in the next 12 months?

RS I think the major growth of interest in 16 bit consoles is very apparent. PC is also becoming a major entertainment machine. Also, the CD-ROM is now becoming available, but at this stage is too expensive for major opportunities.

S Is US Gold moving into CD technology?

RS We'll just have to wait and see!

S How will US Gold position themselves in the next 2 years?

RS Basically I think we'd like to position ourselves as a company who can cater to all market demands, and that's the way we're headed.

S Is US Gold #1 in the UK and Europe? If not, why?

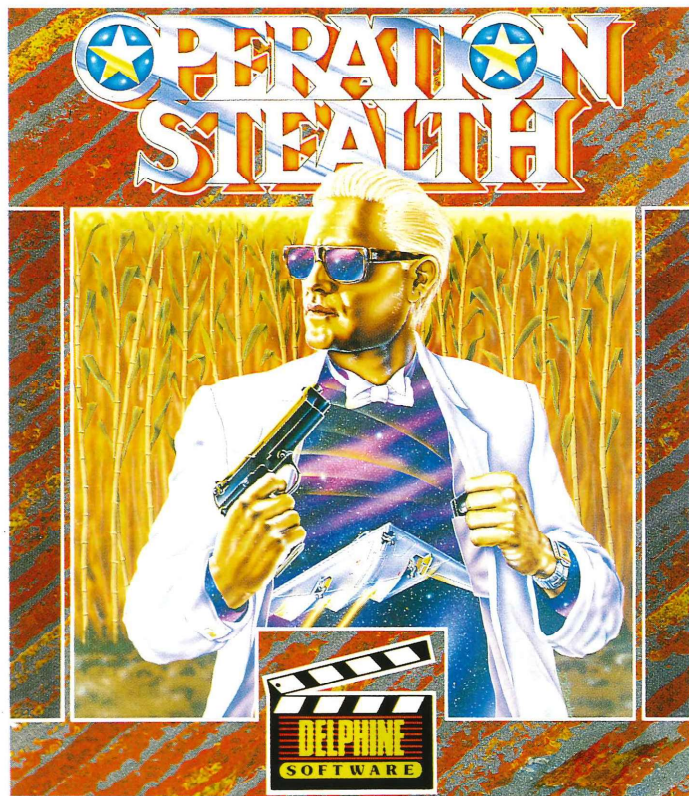
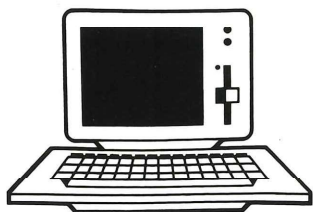
RS Well, we're certainly somewhere up there near the top, and getting better all the time!

S How many new titles will be released this year?

RS Who knows! The possibilities are endless! Actually, two very hot new titles just released into the Australian market are Operation Stealth and Gold of the Aztecs.

S What should the users look for on new titles leading to Xmas?

RS They should look primarily for both quality code conversions and also should take notice of game reviews.



S Is the Commodore market declining? If so, why?

RS Yes, I believe so. I think this is mainly to do with the trend towards the Amiga and PC markets, and also due to the increase in popularity of consoles.

S Will the IBM market strengthen in the next 12 months? If yes, why?

RS Most definitely. The code quality from key houses is very high, and also the PC is now available at very good prices.

S Finally, how have you enjoyed your stay in Australia?

RS Loved it mate!



Elite re-enter the software market with those ugly creatures poking their heads out from behind your screen – GREMLINS II. Better drink that glass of water before your bedroom turns into the chaotic hell that these adorable creatures keep so sweetly tucked away.

Based on the multi-million dollar blockbuster Gremlins II – the movie, all the old team are there – Billy, Gizmo and Mohawk are all transformed into glorious colour, and team up with suspense, humour and excitement that make this one hot big game! What a re-entry! Elites team of highly polished programming professionals will be developing some top quality fun with GREMLINS II leading the way.



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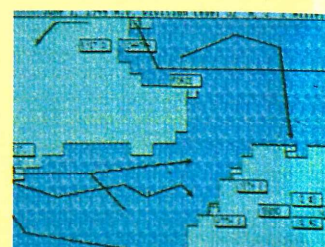
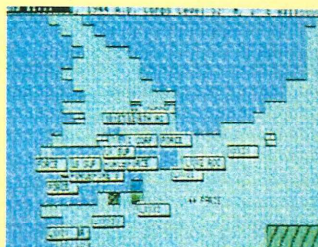
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M I C R O P R O S E



UMS II

UMS II – Nations at War – Lead the assault on Fortress Europe.

UMS II – Nations at War – Repeat and beat Alexander's successes.

UMS II – Nations at War – Battle for control of revolutionary Europe.

UMS II – Nations at War – You can control the world.

UMS II is the definitive military campaign simulation. It has taken the theme of the original UMS and developed it into a truly universal military simulation. Battle it out across the whole spectrum of military combat, from drawn out campaigns across continents, down to individual theatre battles in either the Roman Empire, Napoleonic Wars or **WWII**. Alternatively, create your own world and armed forces.

The original UMS has been extensively developed to allow you full control over entire Nations at War. Across land, sea and by air, re-live the battles of **Alexander the Great**, the **Napoleonic Wars**, and the D-Day Landings of 1945.

The original UMS had 60 units per side. UMS II allows over 16,000 units per side. Up to 127x players (computer or human) can simultaneously control 525 provinces and 32,000 individual units in the fight for world domination. You will also be able to port world and battle data between various machines, thereby giving you complete compatibility.

Utilisation of accurately simulated military hardware, enduring the rigours of battle through extremes of climate, and a total awareness of the politics of warfare must be learnt for success.

The chance to re-write history is in your hands.

Silent Service II

The original **SILENT SERVICE** was released in 1985. It won "Simulation of the Year" honours in six nations and was voted "Best Adventure Game for the Home Computer" by the Academy of Adventure Gaming Arts and Design in 1986.

Now **SILENT SERVICE II** updates the classic with the latest advances in sound, graphics and game design, including new targets and scenarios.

The enemy ships are portrayed in digitized photographs taken from 24 perspectives, and clouds roll through the sky as sunlight shimmers on the ocean waves.

The simulation also includes breathtaking external animation sequences of torpedoes being launched, depth charges spiralling from above and exploding near the "boat". Missions take place in the South Pacific, and the North Atlantic as a U Boat commander trying to sink allied shipping.

SILENT SERVICE II also includes three ways to enter the game, a) the training game in which the player learns to sink stationary ships, b) convoy attacks in which the enemy is engaged immediately and c), war patrols which require the player to hunt for targets based on his information about enemy shipping patterns. Outstanding graphics for CGA, EGA, VGA/MCGA and Tandy 16-colour systems.

Digitized photographs depict enemy ships with uncanny realism. The new campaign option tracks your career with promotions and commendations. A time lapse replay lets you review your successes and learn from your mistakes. Realistic sounds and original music. Digitized speech. Special support for Ad Lib and Roland Sound synthesizers.

Betrayal

Your Father's been murdered, your peasants are in revolt and your wife's run off with your best friend – the King's brother. Quite possibly the best news you've had for some time!

Your opponents will betray you. They will cheat, lie, pillage and kill and try and blame you if they are caught! They will plot and spy against you in a fight for raw power and wealth, seeking political favour with the King and Bishop. Both leaders are weak, and you must use all your influence and a few dirty tricks, to install your Courtiers at their palaces, ready for the coup which will leave you as Lord Protector.

Betrayal involves a long, hard, ruthless struggle starting with the economic management of your towns and cultivation of your lands, culminating in the honing of your military strategy and execution of political subterfuge.

The West Marches is a corrupt land ruled by immoral leaders. You are one of four Knights with a lust for power. And in the pursuit of power, the end justifies the means.

The towns provide your power base. Manage them successfully and harvest the wealth needed to buy, bribe and fight for ultimate power.

The bloodiest battles yield the greatest spoils. Strategically extend your domain, reduce your rivals resources and tighten your stranglehold on the peasants of the land.

Develop a mastery of political subterfuge, gaining places for your Courtiers at the palaces of the King and Bishop, ready for the coup which will make you the master of Betrayal.



Midwinter P.C.

Midwinter is a deep and compelling strategy game, original in concept and revolutionary in design.

"Midwinter" is the story of what happens to the Azores when the next Ice-Age occurs. It tells of the colonisation of the new land and its development into a thriving ice-age community.

A new Ice Age grips the world and along with fellow pioneers you live on the Midwinter Isle, the last habitable oasis on earth. A very real threat looms large as invaders attempt to seize your sanctuary.

In the particular region where you are based, the scattered villages have pooled their resources to form the FVPF, the Free Villages Peace Force. It is only a small force, comprising just 19 Peace Officers, each stationed at particular Heat Mines. Nevertheless, things are usually dull because the inhabitants are generally law-abiding and peaceful.

However, to the north, things are not so idyllic. An individual calling himself General Masterman has set himself up as dictator of a number of villages and is bent on dominating the entire region. **It is up to you to stop him.**

Controlling up to 32 characters, you must defend an immense playing area of over 160,000 square miles. You can ski, hang-glide, snow buggy or travel by cable car across stunning glacial landscape, shooting, sniping and sabotaging the intruders.

Featuring a unique, 3D fully light-sourced graphics system and unprecedented action sequences, Midwinter will keep you locked in the Ice Age for a long, long time.

Currently available on Amiga and Atari ST formats.



M1 Tank Platoon

Four M1 Abrams Tanks, four soldiers in each, that's four tanks, sixteen men, and you control the whole shooting match.

Leadership. Each of the 16 men in your tank platoon has his own battlefield skills and abilities. Improving with experience, promotion and decorations, your chances of success increase as your platoon becomes battle hardened.

Strategic and tactical command. Plan your winning strategies giving orders to your platoon of tanks, calling in airstrikes and artillery. At any moment you can jump into the thick of the action taking over direct control as commander, gunner or driver of any tank.

Realistic battlefield terrain. Make use of natural cover such as hills, ridges and buildings to hide your tanks across the huge 16,000 acre 3D battle zone just like a real tank commander.

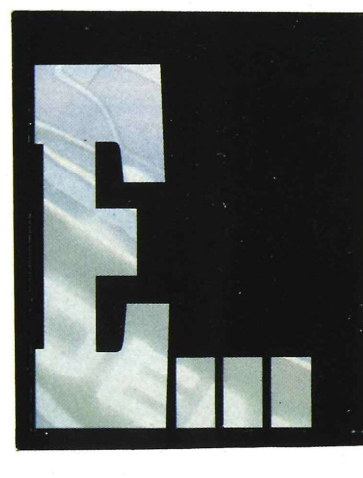
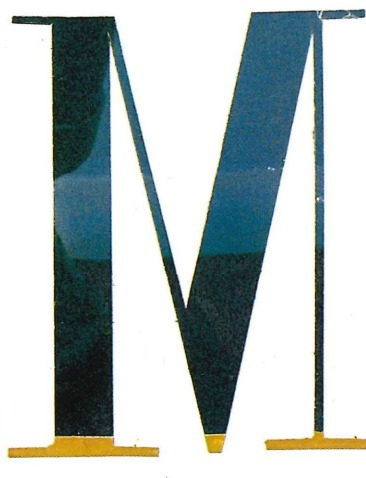
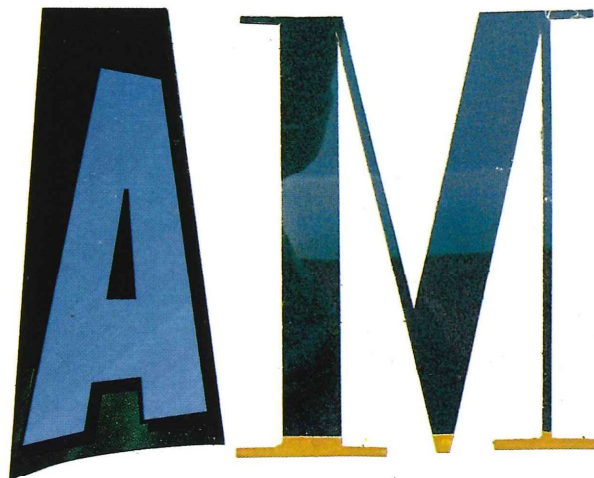
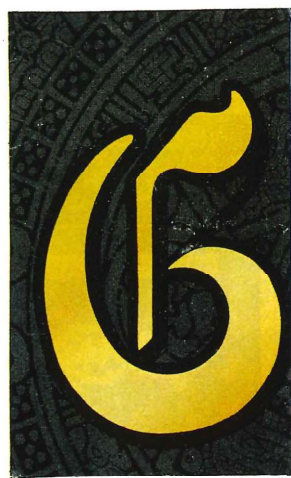
High-tech war. Laser rangefinders, depleted uranium penetrators wire guided missiles, reactive armour, air support and artillery make M1 Tank Platoon the most comprehensive up to date simulation of armoured land warfare available for your home computer.

Endless variety. Fight during the day or night. In snow, mud, rain or clear weather. With thousands of battlefields and millions of situations you get endless enjoyment. Decide between single battles or an entire campaign.



MASTERS OF STRATEGY

R·E·V·I·E·W·



Turn these pages for top reviews of the latest games to plant themselves on the shelves, or in our reviewers consoles. Look out for our 6-page spread on Nightbreed.

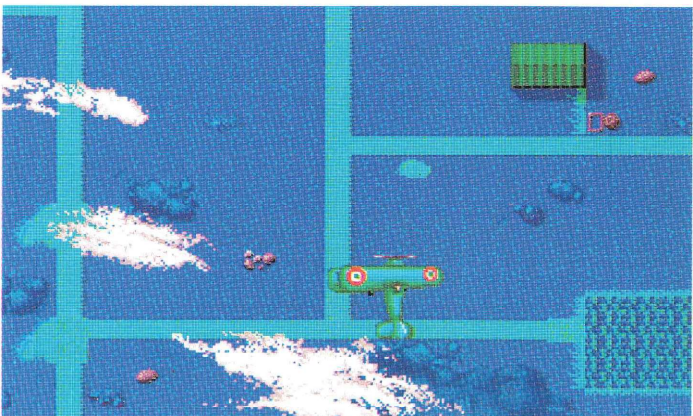
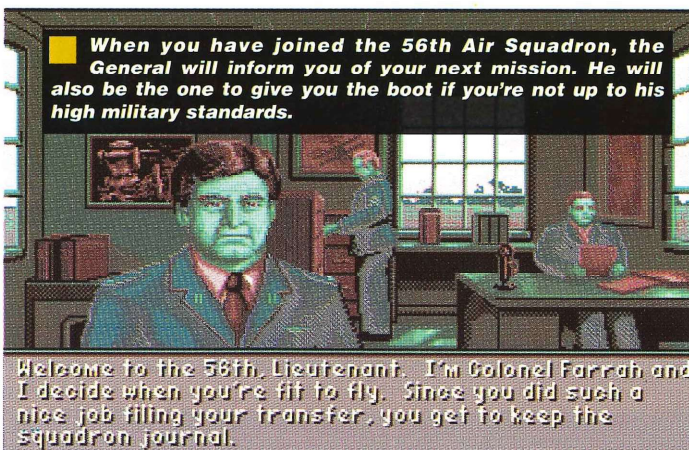
Thanks to the boys – Doug, Alex, Andy and Steve – keeping you posted!



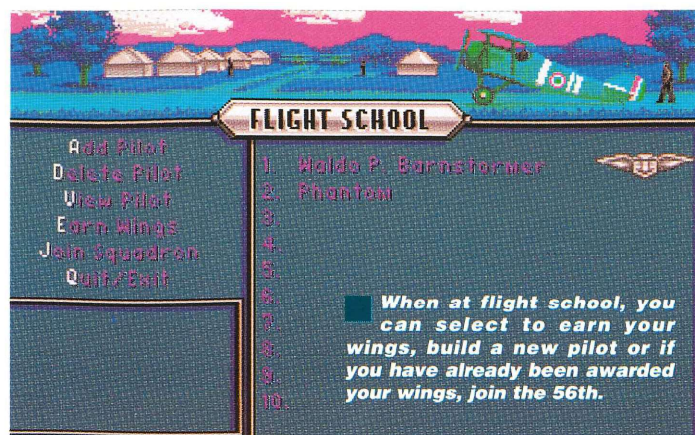
Before you can take to the air, you must first create your pilot. You must divide forty points over the abilities of flying, shooting, mechanical knowledge and stamina - obviously the higher the better.

NAME: Phantom		RANK:	
MISSIONS:		VICTORIES	
DITCH/DOWN:	DOGFIIGHTS:	/	
REPRIMANDS:	BOMBING:	/	
	STRAFIN:	/	
CONFIRMED KILLS:			
FLYING: Sitting Duck	SHOOTING: Pea Shooter		
MECH: Butterfingers	STAMINA: Door Mat		
ABILITY POINTS: 40			
FLYING ABILITY:			
SHOOTING ABILITY:			
MECH APTITUDE:			
STAMINA:			
USE [] OR [] TO ALTER RATING			

Before you can join the RAF out on enemy lines, you must first earn your wings by showing your ability to fly the S.E.5 to its full potential. This involves you participating in bombing and strafing runs, and even competing against a fellow RAF pilot in a race to destroy a target balloon.



Your S.E.5 soars high above the clouds as you attempt a vital bombing run. Far below is your target - a group of houses that is home to German infantry.



WINGS

It was on the 17th December, 1903, when the first successful flight was made by an aircraft. Since the advent of flying made by the Wright brothers, man has been taking to the air like a duck to water, but the aeroplane's ability for air combat was recognised and so the first combat aircraft was invented.

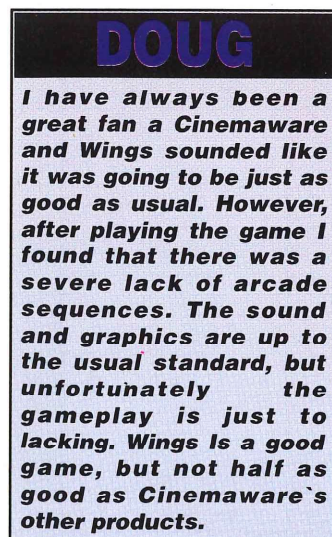
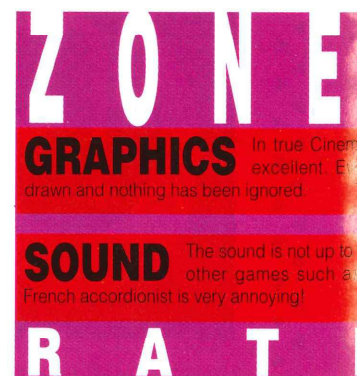
Wings is the latest game from the Stateside software company, Cinemaware, creators of the classics such as *It Came From The Desert*. However, they are known for their Interactive movies that sport stunning sound and graphical effects. Although all of the visual and sonic effects have been kept up to their usual high standard, the game is a arcade/simulation of World War I dogfighting.

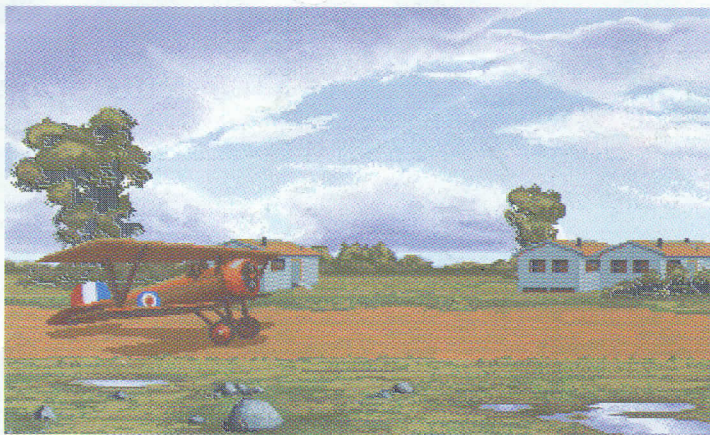
You are a trainee RAF pilot who is one of the first recruits to join in the war. The enemy you are battling against are a skilled bunch that weave in and out of the cloud-ridden sky with ease, blasting away at your S.E.5 with twin-mounted machine guns. When you begin you won't even know what the inside of a Sopwith Camel looks like, let alone pilot one, so you must earn your Wings before you can fight for glory. To earn your wings, you must simply successfully complete one of the mission you are given. These involve you either flying a strafing run, a bombing run or a air combat (A target balloon must be shot down).

Once you have managed to earn your wings, you can join the 56th Air Squadron. The 56th is a group of top British pilots, who are stationed near enemy lines, ready for attack on the Hun. You'll have to take on the necessary patrols to make sure

that you are ready for the apex of the German force. When in the air, you'll encounter the German Fokkers coming towards you. Depending on the current year, the difficulty of the mission will be determined - the later the date, the harder the objective.

Strafing attacks are viewed in similar style to *Zaxxon* - to the side and off to the rear. Targets such as trucks and tents litter the ground, presenting sitting ducks, whereas infantry and AA guns are constantly on the move, blowing holes in the wings and





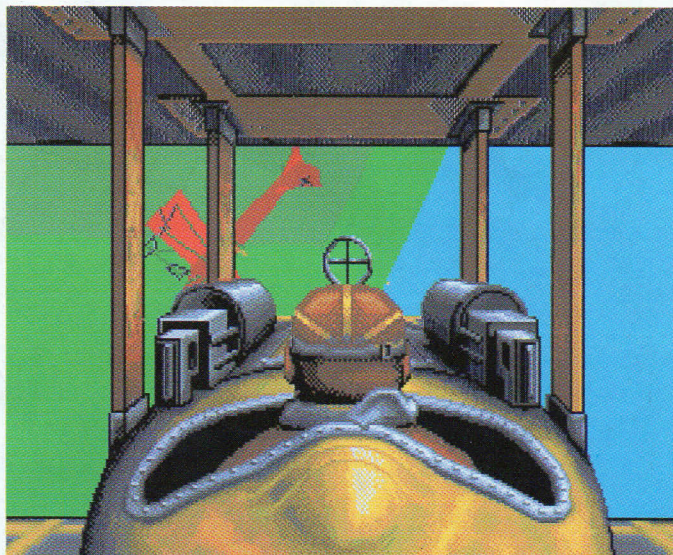
STEVE

The World War I scenario really lends itself to the Cinemaware style of games, so it was with great disappointment that I found that there were only three arcade sections in *Wings*. It is still a very impressive looking game, it's just a pity that there wasn't more in it.

fuselage of your plane. The bombing run is viewed from above a la *Flying Shark*. Enemy planes streak down the screen opening up with their cannons, and your targets will slowly pass along the grass far below you.

(Right) The air combat missions in *Wings* put you and possibly another wing-man up against either solo or a group of German Fokkers. Using your front machine guns, you must blow these fiends from the sky before returning to base.

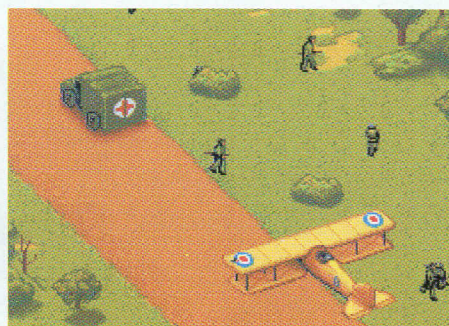
(Left) Once you have been briefed on your forthcoming mission, you jump into your biplane and take to the skies what's in store, nobody knows!



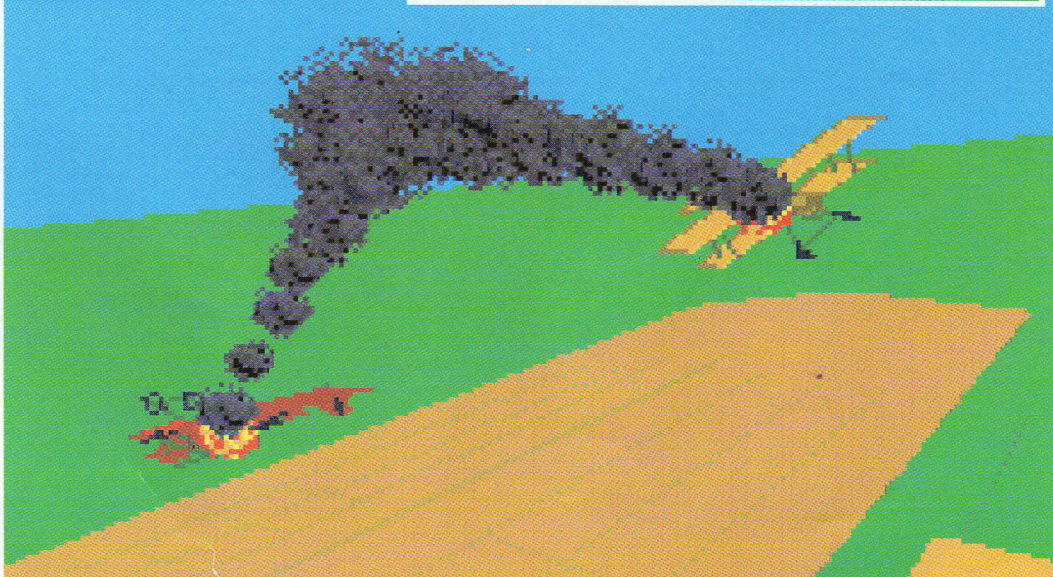
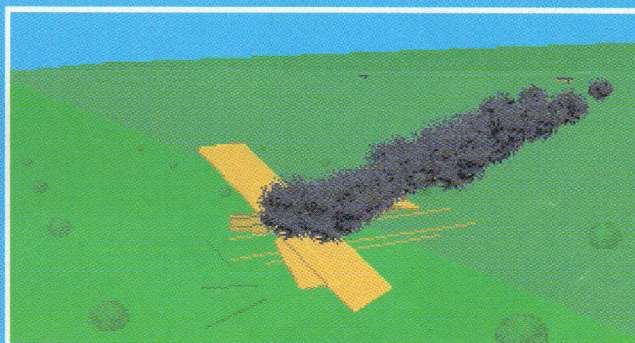
SQUADRON ROSTER		
	PILOT	MISSIONS/KILLS
1st Lt. Randy Sipe		6 2
1st Lt. Don Raitt		6 2
1st Lt. Kenneth Cartagena		4 1
1st Lt. Stuart Albright		2 0
1st Lt. Jerry Godfrey		2 0
1st Lt. Paul Braithwaite		2 0
2nd Lt. Phantom		0 0
2nd Lt. Wesley Truelove		0 0
2nd Lt. David Santini		0 0
2nd Lt. Ted Julian Dolan		0 0
2nd Lt. Bernard B. Campbell		0 0
2nd Lt. Randall McCarney		0 0
2nd Lt. Patrick Hull		0 0

(Above) The remaining pilots left in your squadron are detailed on the group roster, along with various pieces of information such as missions undertaken and kills clocked-up.

(Below) Taking on a different view entirely, the strafing run requires you to fly low over the detailed landscape and at the same blast the ground targets into oblivion.



You can come to a sticky end (literally!) if you take too many shots or collide with another aircraft or hot air balloon. If you ram another object, you'll be knocked unconscious and your planes will drop uncontrollably to the ground. However, it is possible to land your bullet-holed craft gently if your engine has been taken out.



ALEX

If *It Came From The Desert* was anything to go by, *Wings* should be something special. However, I think their standards have dropped and found *Wings* graphically and sonically good, but too repetitive - with only three arcade sequences, there wasn't enough variation between the different missions. *Wings* is a disappointment, and wasn't worth the full price tag.

OVERALL 78

ware style, the graphics are 81
anything has been beautifully

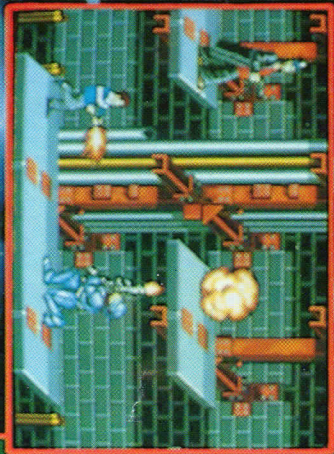
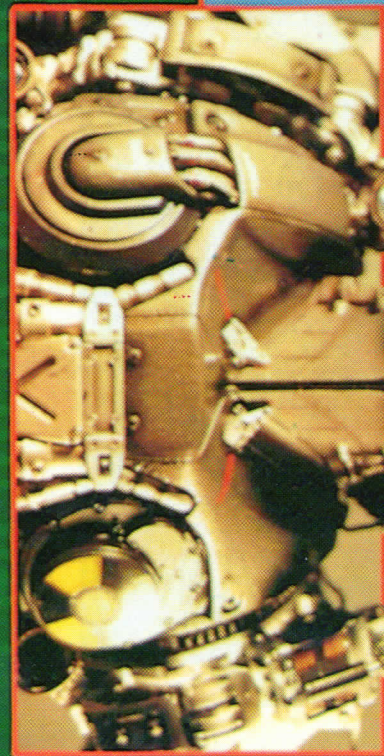
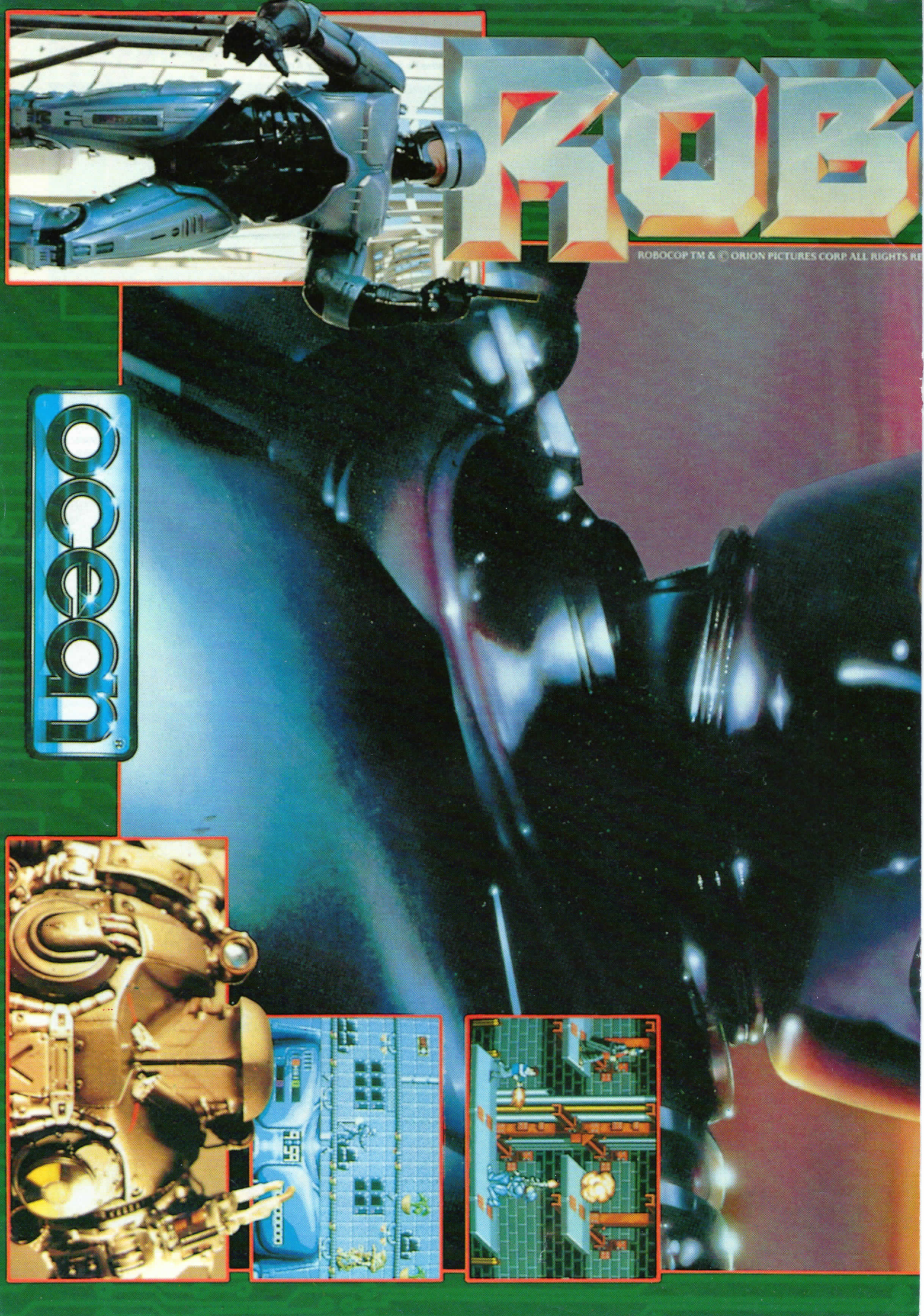
e usual high standard of their 78
t Came, and the annoying

N G

ROB

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ocean



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TM



THE GOLD OF THE AZTECS

If you thought Indiana Jones was a tough cookie then wait until you get a load of Bret Conrad. Bret is a real man. He laughs in the face of danger; dares death each and every day; and he doesn't even pay his Poll Tax (ooh, ooh, bit of politics!). Unfortunately he's a bit short of cash, but luckily Bret's got his special 400 year old spanish map, and with this he should be able to pin-point the position of an ancient Aztec temple and the mountains of gold that are just waiting to be claimed. The map warns of immense danger, and you heard that the last group of 300 adventurers were all killed in really nasty and messy ways - but they weren't Bret Conrad. Travelling by your private jet (well, by hitching a lift) you bail out over Mexico and begin the adventure that will make you a millionaire.

Controlling Bret with the joystick you guide the fearless adventurer around the Aztec temple. The layout looks very similar to the first Psygnosis games (Barbarian and Obliterator) with icons displayed at the bottom of the screen depicting which item you are using. But in the first few minutes you realise that this is going to be no easy task.

ALEX

It's obvious that the guys behind this were once with Psygnosis, as the graphics are every bit as impressive as those in games such as Obliterator and Barbarian. However, both of those games suffered from poor control systems, and although Aztecs doesn't use the icon system associated with the first two, control over Brett was still a little iffy. That said, the game proved to be an enjoyable - if a little difficult - one.

ZONE

OVERALL 70

GRAPHICS 72

Similar to those used in the early Psygnosis games but not as good. The main character looks as if he's got wooden legs.

SOUND 78

A good roaring sound as you fire bullets out of your .45 auto, plus quite a few other good effects. The music is very good as well.

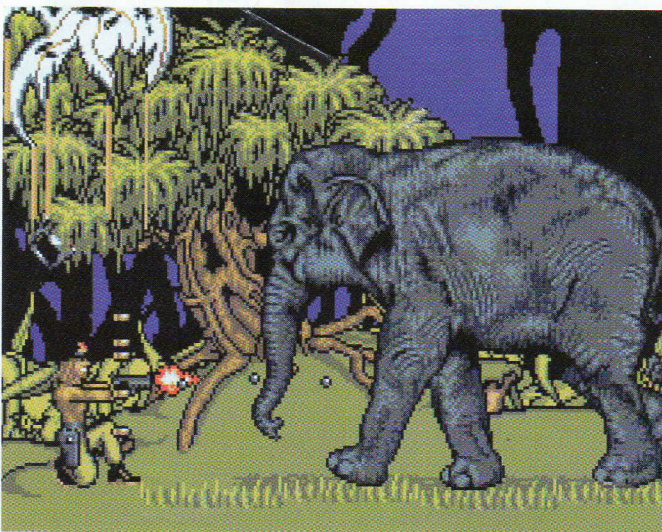
RATING

Traps are all over the place and there is many a mad pigmy waiting to strike you down and turn your skull into a mantlepiece ornament. Armed with a gun you must make your way through five demon packed levels in search of the

DOUG

Gold of the Aztecs is a very average game that didn't appeal to me much. Its controls are very hard to contend with, and even once you've got to grips with them they are still very awkward. Another annoying factor is that, unless you make it through a certain number of screens, when you die you go right back to the beginning. However, there is a save game option to relieve the frustration. Gold of the Aztecs didn't do anything for me, and it's not a game I would recommend.

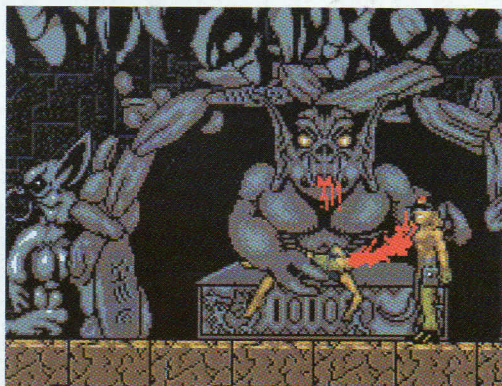
■ After freeing yourself from your parachute, you drop to the ground and make your way to the temple. But don't hang around too long or you'll be trampled to death by a huge elephant.



■ Pressing the fire button activates your trusty gun, and just about anything that gets in its way will soon be dealt with. On the other hand, you may prefer your trusty machete and slash your way through the Aztec temple.



■ You arrive at an altar just in time to see a victim's head being ripped off by an evil demon who then turns into a huge dog. Dash into the next room and lower a door to keep the monster at bay - well, temporarily.



■ One of the many traps is activated, and a long streak of fire spurts out almost reducing you to a pile of dust. Good timing will be needed if you don't want to end up frazzled.



THE LEGEND OF BILLY BOULDER

ZONE

OVERALL **51**

GRAPHICS

The cartoon style graphics are very well done throughout the game, being nicely animated and presented, although not terribly varied.

65

SOUND

Not a lot to comment on, really. There are only a few in-game effects, and a little tune during loading and during the game would have been nice.

40

R A T I N G

ALEX

Billy Boulder's intro sequence is really impressive, with a Flintstone-style city and suitably stone cars. From this, I got the impression that the game would be a cartoony game with really flash graphics. What I got came over as a big disappointment. Running around shooting people and gaining info was fun for a while, but I soon found the repetitive nature dull and boring. Younger kids may find Billy Boulder fun, but I felt that it lacked that certain something.

A long, long time ago - about two million BC, to be precise - there lived a little boy, named Billy Boulder. Now Billy was your normal run-of-the-mill sort of kid, until one day, when he decided he would set out on a very important quest. The cause of Billy's sudden urge to take his life in his hands, was the Princess. Unfortunately, for the poor unsuspecting royal - who probably never even hurt a fly in her life - some atrocious being

had taken it upon themselves to cast an evil spell on her, reducing her golden beauty to that of a wrinkled old hag. In other words, she was ageing very, very quickly.

Whether our hero was hopelessly in love with the once gorgeous heir to the throne, or just doing his loyal duty, is not clear, but he decided to try and do something about the awful predicament. As he started on his perilous journey he had only

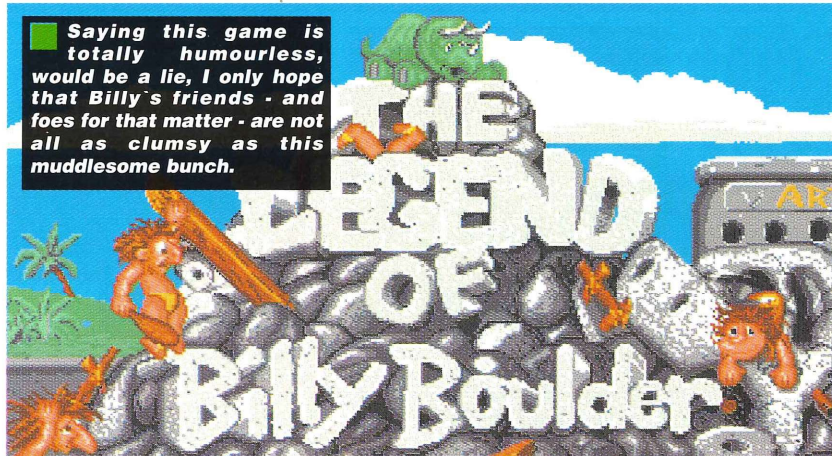
one piece of information to guide him in the right direction. That was, that he must find the good Wizard named Zor and bring him back to his village, as Zor was the only person who could lift the spell from the helpless princess.

Billy, armed only with a small dagger, and having a small amount of food and water, was unknowingly to travel across many lands in his search. Along the way he was to meet hundreds of strange people, some helpful to his cause, but some downright unfriendly. Not only had he to navigate his way through foreign cities, but also battle with their hostile natives. Would he ever find his way to completing this quest, or would his land's princess be forever haggard, and reduced to a life of misery. Only you can help him decide the outcome.

MICHELLE

After seeing the very well done intro, I must admit I was expecting to see a slightly different sort of game from the usual platform titles out at the moment. Yes, it was very cute, and the graphics are good, but I certainly thought it lacked in playability and variation. The time it took to load the different scenes during the game was annoying, which also contributed to making it not very addictive.

Saying this game is totally humourless, would be a lie, I only hope that Billy's friends - and foes for that matter - are not all as clumsy as this muddlesome bunch.



All is not against our young hero, he can - with the right sort of approach - make the odd friend and obtain, if he's lucky, a helpful item or piece of information.

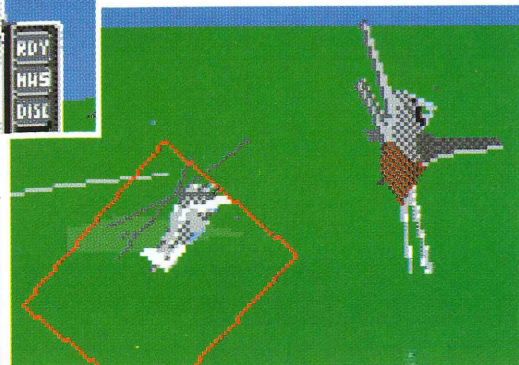
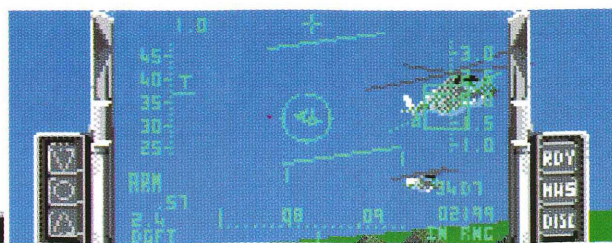
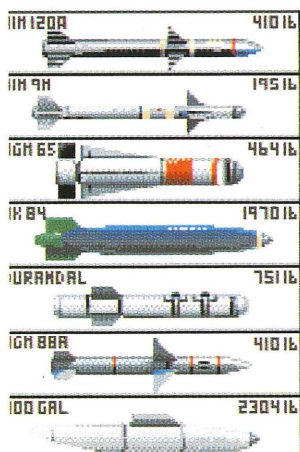


(Above) Definitely not a candidate for this month's Vogue, or perhaps not even Vets Weekly, but it all goes to show how good the use of graphics is from beginning to end.



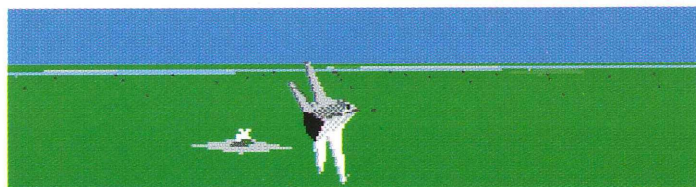
(Left) On his journey, Billy must contend with all sorts of undesirable characters. Are they all as mean as they look?

New threats in the air, such as the Russian helicopter, the Hind, have been included, and due to their rotors, they're much more manoeuvrable than yourself but cannot match your firepower.



The graphics are much the same as the original and the first mission disk, and all of the views, such as the exterior angles, have been left in.

(Above) You can now arm your F-16 Falcon with the all-new AMRAAM 120A air-to-air missile, as well as the all-aspect version of the Sidewinder and the AGM 88A HARM anti-radiation missile.



(Above) The second mission disk requires you to complete a whole succession of objective in order to succeed a single mission. This could involve attacking a SAM site one minute and a helicopter convoy the next.



The targets are usually a mixture of both air and ground targets, so a wide array of weaponry must be carried on board your bird.

FALCON MISSION DISK II

When the highly popular Falcon was released two years ago, it was said that it was the flight sim of the year, if not the decade. However, the release of the first mission disk achieved the impossible - it improved the original by including a set of new missions, an improved piloting system and a different aircraft to fly against. But now the release of the second set of objectives is

set to be even better than the first and the original put together!

Another twelve tasks have been included, some involving a tank platoon and even a convoy of combat helicopters. These are all set on a new patch of land that has been scattered with small out-posts, encampments, oil refineries and the usual selection of mountains, rivers and railway lines. Weaponry is

ALEX

If you think that the first Falcon mission disk was an improvement over the original, you'll think the second is even better. It has all of the feature of the first, with a few added extras. My one and only gripe is the price tag of twenty quid - I thought that the first was over-priced and the same goes for the second. However, if you can afford the price, the Falcon Mission Disk II is a worthy addition to your collection.

DOUG

Falcon has a reputation for the being THE sixteen-bit flight simulator, so when I saw the first mission disk, I was stunned even more - it improved the game no end. The second of the two disks once again betters a game that I find hard to improve. Although the extras are not as many as the first, it is the addition of the new enemy aircraft and tougher, related missions that once again make it a joy to play.

another feature that has been extended, and the AMRAAM 120A, AGM 88A HARM and AIM 9M Sidewinder can be taken from the inventory and added to your array of missiles and bombs. Other additional equipment includes an Advanced Self Protection Jammer (ASPJ) and the improved APG 68 Radar.

Extra craft that you'll have to come up against are the MiG 27 and the Mil Mi 24 Hind. The latter is a helicopter whose main role is to destroy your tanks and installations, whereas the MiG is

ZONE

OVERALL 78

GRAPHICS 83

Much the same as in the original Falcon mission disk, except for the addition of the new Mil Mi 24 and new building and other ground detail.

SOUND 70

Exactly the same as its predecessor - apart from the roar of the afterburners and rattle of the cannon, not a lot more.

RATING

yet another threat to you in the air. The 'rotate' option has been further improved by allowing you to turn the angle in both ways, making target allocation much quicker.

CAN ONLY BE USED WITH ORIGINAL FALCON.

VIKING CHILD

You play the part of Brian, a Viking child, in Wired's cutesy platform romp in similar vein to Super Wonderboy. As the Viking child, you must venture through thick forest and desolate plains in order to return the force of good to the land of Odin. You must rescue your family from the evil clutches of Loki and his horde of creatures. Loki had the idea to foil the prophecy predicted by the Gods, which told of a Viking Child called Brian.

After a brief walk in the pleasant countryside, you'll be attacked by Loki's henchmen. These range from tough Ogres wielding huge battle-axes, to leaping mushrooms that attempt to lay you flat. Each monster takes a few hits to be destroyed, but you will be rewarded with either money or other useful object as a result.

However, a shop must be visited in order to spend the hard-earned cash that you just received. These are entered by standing next to the entrance (a door of some sort) and pressing return. Once inside, you simply select the item you want to buy, be it special weapons like a fire sprite or even extra lives. A small gremlin will boot it down onto your status panel providing you have sufficient funds.

There is also a guardian lurking in the depths of each level, but it is not necessarily at

the end. You must confront the nasty in order to progress to the next level, battling away until he

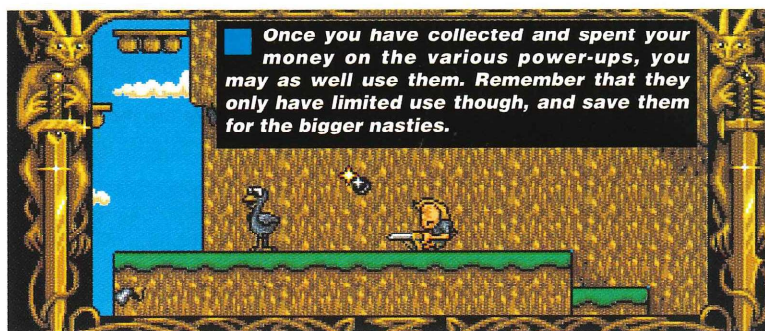
drops the key that opens a previously concealed level-warp gate.

DOUG

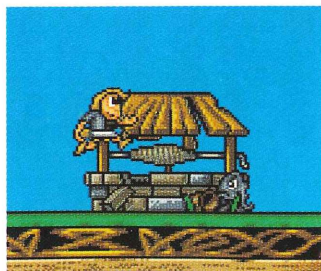
Viking Child is a very strong clone of Super Wonderboy except for it's a amrked improvement. The graphics are good and varied, while music and in-game sound effects are really nice. The gameplay is great and you're hooked from the very moment you start playing. The game's difficulty level is about right with it not being too easy or hard. As clones go this is top class, and goes to show how good Super Wonderboy could have been. A must for platform game freaks.



The land of Odin is a fantastic place, that has stretches of desolate plains, miles of thick forests and even strongholds with an army of men inside. You must negotiate these dangerous perils before reaching your goal - saving your Viking family.

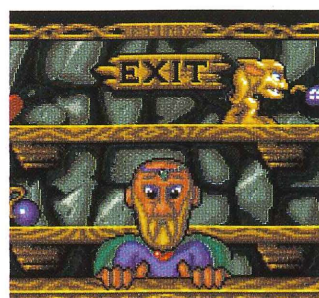


Once you have collected and spent your money on the various power-ups, you may as well use them. Remember that they only have limited use though, and save them for the bigger nasties.



(Above) You may think that this level has nowhere else to explore, but you may have forgotten one other area - the well. As you fall, second thought may come into your head as the bottom seems to be approaching, but you must keep at it.

(Below) After killing hordes of monsters, your energy bars may be a little low, so a visit to the shop is always handy. The shopkeeper is helpful, and providing you have the cash, you can buy anything you see!



ZONE

OVERALL 79

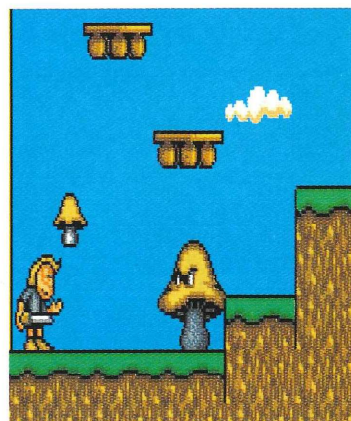
GRAPHICS 78

Cartoon-like graphics that are well defined, colourful and perfect for a game of this type. The shops are particularly impressive, with a gremlin-like storekeeper.

SOUND 77

A superb tune and sampled speech introduce you to the game, with either in-game good spot sound effects or pleasant pieces of boppy music.

RATING



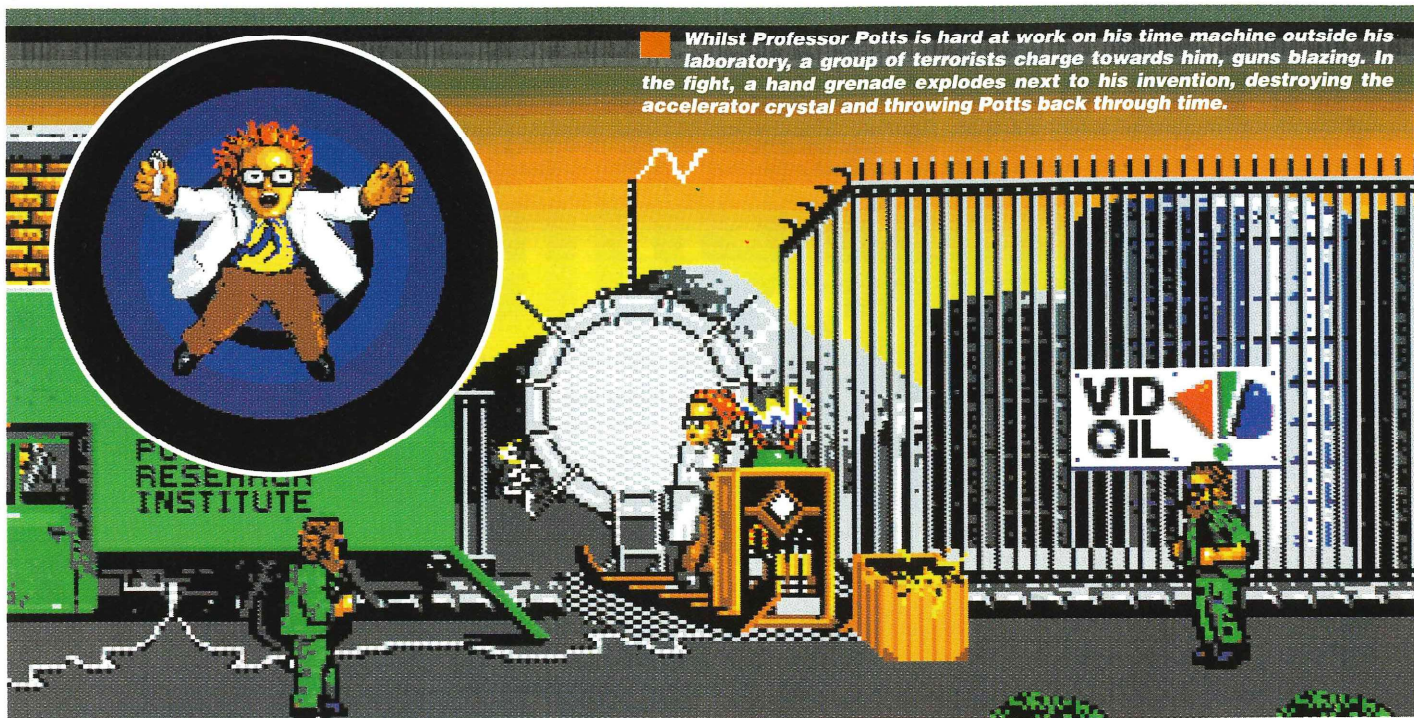
(Above) The monsters that are located around the land are far from hospitable, and they will do anything to cause you grief. This over-grown mushroom lobs smaller toadstools at you, and contact with them is fatal so beware!



(Above) The guardians in Viking Child tower high above little Brian, but armed with his trusty sword and any power-ups he may have acquired, he'll shine through and become victor over the forces of evil.

ALEX

Memories of Super Wonderboy flashed back into my head when I first started to play Viking Child, but let me assure you, Viking Child is much, much better, and includes colourful graphics and brilliant sound, along with the most important factor - great gameplay. Put simply, Viking Child is a joy to play, and is both addictive and fun. Platform addicts will freak over this one, and most other games-players should enjoy it too.



Whilst Professor Potts is hard at work on his time machine outside his laboratory, a group of terrorists charge towards him, guns blazing. In the fight, a hand grenade explodes next to his invention, destroying the accelerator crystal and throwing Potts back through time.

In the prehistoric age, you can gain speedy transport by using your head. Shooting the eggs will prompt the mother Pteradactyl to swoop down and carry you into the distance. Handy for crossing rivers without bridges, eh?



The crystal that you need to replace is buried deep within a large rock. You must make your way through the different time zones, waiting patiently for the rock to corrode therefore releasing the precious object.

DOUG

I really got into this, the graphics are excellent and the puzzles are great, creating one of the best arcade/adventures I have ever seen. The puzzles, whilst following a logical pattern, also require a little sideways thinking, and it is also a boon that you can go back and rectify any mistakes you have made. In addition, each time-zone houses a number of fiendish problems that will ensure that you'll still be playing it for months to come. Brilliant.

You play the part of Professor Potts in a 4-D adventure in which

TIME MACHINE

you will have to journey through time and space in order to travel back to your home time-zone. Your one and only obsession is this desire to travel through the fifth dimension, and you'll try almost everything to make your ambition successful.

Anyway, Poots is a strange Professor, who incidentally looks rather like Emmet Brown from the Back To The Future series, with his

white lab coat, goggles, and bright orange hair that leaps out from all angles! The story begins outside Potts' laboratory where he is currently working on his prototype time machine. Unfortunately, it seems that the Professor has been targetted for a terrorist attack, and little does he know but soon his whole life will change. The terrorists open up on the unsuspecting scientist and in

the ensuing fight, a hand grenade explodes next to the machine he is working on. This destroys the vital accelerator crystal, throwing Potts into a time warp...

When he awakes, he is to be greeted by prehistoric Earth.

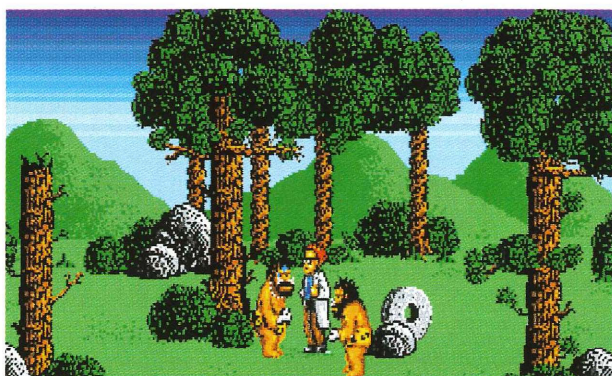
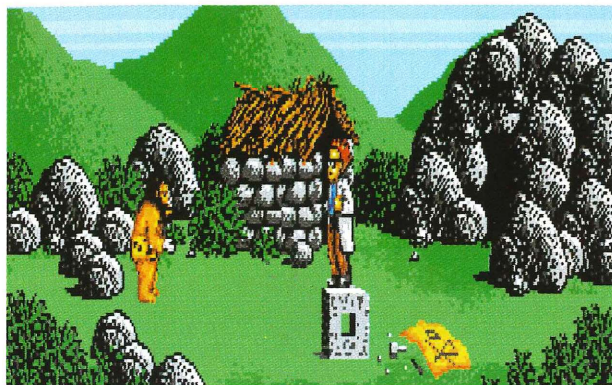
Obviously, you play the part of the Professor, and by using your knowledge you must create the future as you pass through the different eras. For instance, time zone two is the ice age, and the problem there is that it is too cold for the animals to develop and consequently evolve. Therefore, you must globally warm the Earth by opening large craters in the ground, thus allowing volcanic heat to rise from the centre of the Earth. Also you can help prehistoric man with the creation of technology such as a round wheel instead of a square one!

As the different zones progress, you'll need to keep an

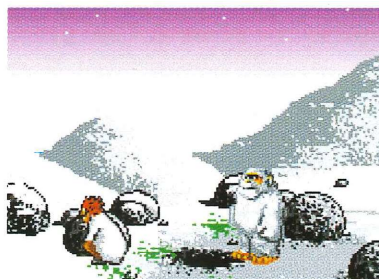
The first task that must be performed is to make sure that the creation of man progresses further than the first time zone. The cave holds the key, and as long as you collect a few small mammals they will be transported to the ice age. However, they are not used to the extreme cold and they start to freeze to death. Have no fear, because you can collect some small twigs and light them to make a fire for the freezing monkeys! If that fails, simply go back to where the monkey's live and take a few more to the cave!



Yet again humanity need a little nudge in the right direction because they are trying to build a square wheel. Instead of creating a completely new wheel, you can use a certain piece of rock that happens to be lying around. They don't like you butting in though, and they'll need some convincing.



The Prehistoric age is too hot, and the ice age is apparently too cold. This is because the Earth's heat is coming from underground, and a series of craters allow the heat to escape. The answer to the problem is simple - block the holes to make it cooler for prehistoric times, and open them up again to produce heat when in the ice age.



eye on levels already complete. This is achieved by using the reusable time-travel pods you carry around with you. You only have four at your disposal, but by pressing the first four function keys, you can travel from one to another immediately. You also have the ability to shoot a stream of electricity from your fingertips. This can be used to blast away at rock or even stun the abominable snowmen that will eventually evolve into cavemen! However, this has limited use and after prolonged use, you must wait for the weapon to recharge. There are five levels or time zones in total, and each one is divided into five parts again. Each screen usually holds something of interest, be it small creatures, such as monkeys (our ancestors!) or an apple which grows into a large tree in a later time zone! The overall objective of Time Machine is to stop the attack

STEVE

I didn't like Hammerfist, but Time Machine is Vivid Image's finest hour. Graphically, it is superb, and the puzzles, whilst not being too easy, tax the brain and require a little lateral thinking. The game plays at a sedate rate, but fast enough to stop it getting boring, and I found myself getting more and more engrossed. A brilliant game, and one that shows Back To The Future II how to deal with the time travelling theme.

happening, and therefore save your time machine as well as your life.

ZONE	OVERALL 80
GRAPHICS	The backdrops for Time Machine are colourful and detailed. The Professor is well drawn but the animation is not that hot. However, appealing to the eye. 81
SOUND	Nothing that really makes the game stand apart from any other of its kind, but the sound effects and various tunes do increase the game's overall appeal. 68
RATING	

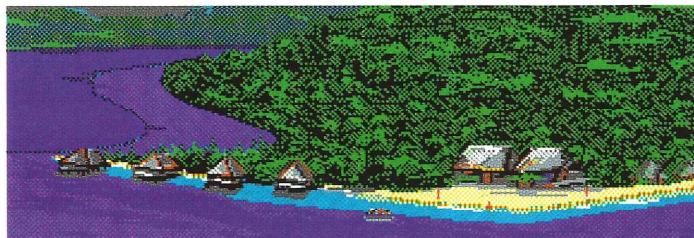
ALEX

As long as you think logically, Time Machine should prove no problem for you as the puzzles are fairly straightforward. The graphics and sound are nothing stunning but easily adequate. If you found the movement of the Doc a little tricky, but it can be mastered with practice. I think that it will drastically lose its appeal once completed, and that is only a matter of time.

■ Whilst on the island, your CPR artificial respiration procedure is tested to the full when you have to rescue a drowning girl. Pulling on to the beach, you must remember the correct way to get the girl breathing again!



■ Cutting your R&R short, you leave the island on a transportation dingy and head for the airport where the next stop will be Washington D.C., United States of America.



CODE NAME: ICEMAN

Code-name: Iceman is Sierra's latest 3D adventure quest, this time based around a 'secret military operation. Set in the near future, the scene is set with a global shortage of oil and to top it all, cold war conflict. As with all other Sierra quests, you play the hero - a top agent who answers to the name of John Westland.

You begin the adventure on R&R, relaxing on the beach of a tropical island. The waves lap

against the shore as you lie on your sun-lounger. However, your stay has to be cut short due to the goings-on in the Middle-East, i.e. the kidnapping of the American Ambassador. After searching the island for various objects such as the keys for your island hut, you decide to join in on a game of volley-ball. All is well, that is until the ball is hit into the sea. A young girl follows it in but somehow loses her cool and starts to drown. Being a strong swimmer, you dive in and rescue her. However, you must use the correct CPR procedure, i.e. artificial respiration.

ANDY

I am a fanatical follower of all Sierra releases, and eagerly await their next product because you can guarantee that it is going to be good. I think that they have really excelled themselves this time as Iceman is superb game - in fact you could class it as two! The simulation could easily be marketed on its own - with the adventure being totally separate! If you want to see what Sierra are capable of, try Iceman - I'm sure you will not be disappointed.

DOUG

What can you really say about a Sierra game that hasn't already been said, yet again those clever chaps have managed to combine graphics, sound and gameplay to make another superb adventure that will tickle the fancy of many a person. If your hopelessly addicted to these brilliant games rush out and purchase Ice Man, it's the finest!



■ General Braxton greets you when you arrive at the Pentagon in a black stretched limo. He explains the current situation involving the Ambassador, and then proceeds to hand you your orders in a sealed envelope.

A message is then given to you informing you that General Braxton needs your help quickly, and that you must meet him at the Pentagon. Ah well, your holiday wasn't that good, was it? The first thing to do is leave the island, using the dingy taxi service. Once at the airport, you are shipped onboard a 747 and soon enough you'll be in the land of dreams, America. After a short trip in a limo, the Pentagon will be in sight and you'll be briefed on your forth coming mission. The mission is code-named Iceman, and if you are requested by any military personnel, about you name, you'll simply answer Iceman. Along the way you'll have to rendezvous with secret agents, battle against angry terrorists and even swim through the murky depths of the sea! The main feature of Iceman is the fact that it also includes a complete submarine simulation. You must navigate the U.S.S. Blackhawk through the straits of Berring, over the top of Greenland before reaching your destination just off of the coast of Portugal. It is more than likely that Russian patrol boats will also be encountered, so you must use your judgement and decide whether to destroy them or attempt to avoid the enemy vessels.

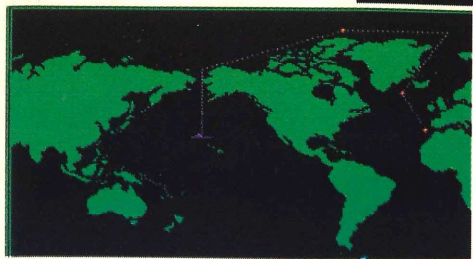
ALEX

Code-name: Iceman is quite unlike any other Sierra adventure I have played, as it is both a quest and a submarine simulator all rolled into one. I actually think that this combination makes Iceman one of the best, if not the best Sierra quest I have ever played. It successfully combines the puzzles included with mastery needed to pilot the Blackhawk - brilliant. Save all your money - beg if you have to - but whatever you do get your hands on a copy of Sierra's finest hour.

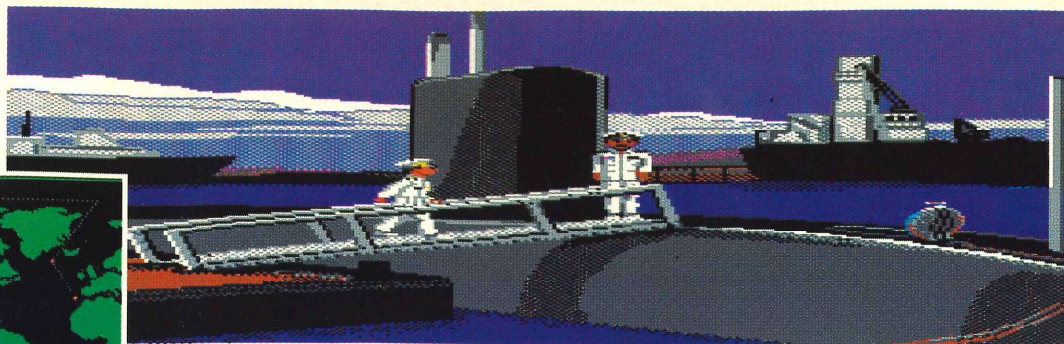
A detailed map of the world including the various basins in the sea has been included in the packaging, informing you of the various depths of the different seas, allowing you to calculate the best depth to stay at. This map is also needed at the beginning of the game, as you must plot the best time-efficient course from A to B, and you only have six way points to do it with - easier said than done!

Z O N E		OVERALL	86
GRAPHICS	I didn't think that Iceman's graphics were quite up to the standards of Sierra's other recent games. The variation is excellent, as is the use of colour.		81
SOUND	A series of suitable and atmospheric tunes accompanies the hectic action, along with a variation of spot sound effects.		80
R A T I N G			

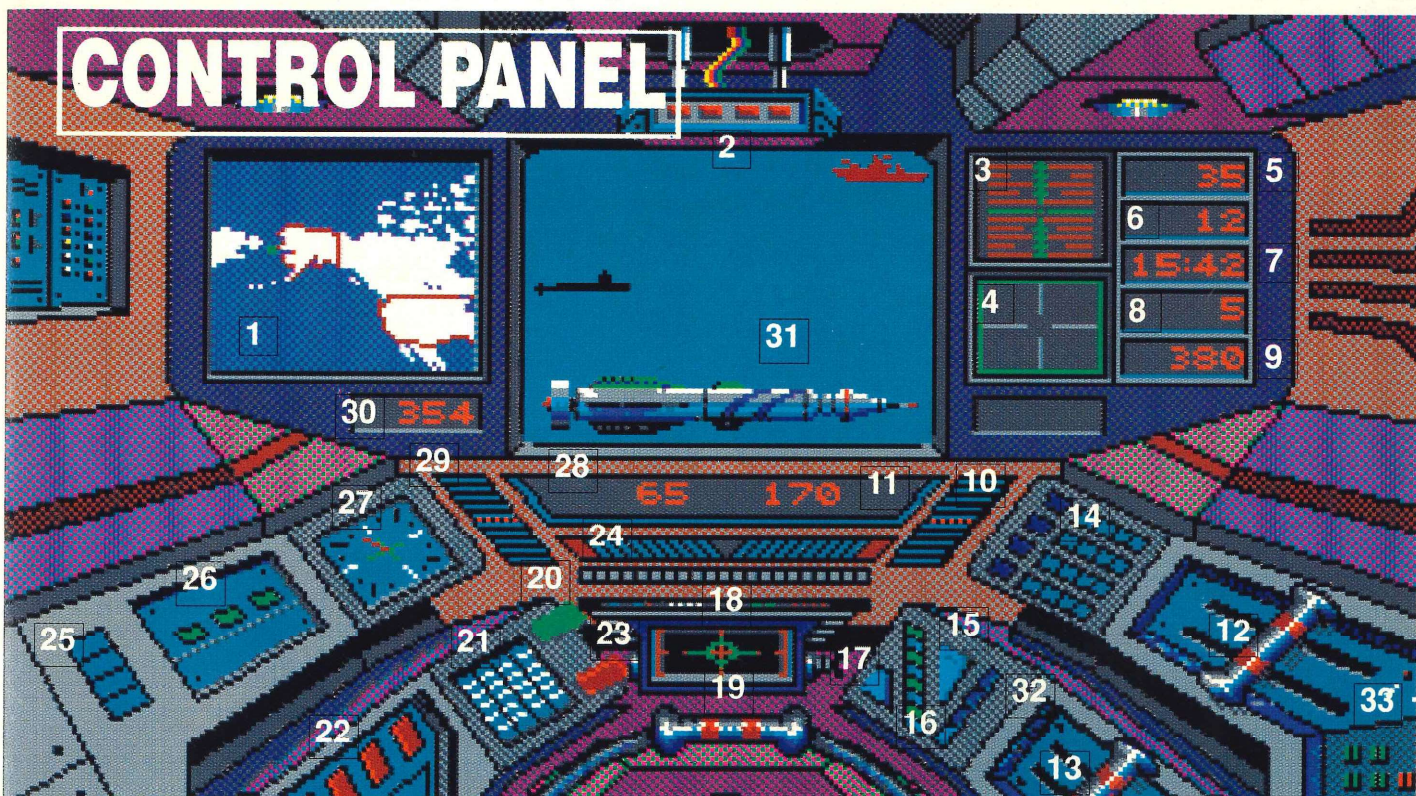
After collecting your orders from the Pentagon, you must once again jump on a 747 and this time set off for Pearl Harbour where you'll have to board the nuclear submarine, U.S.S. Blackhawk.



(Above) Now that you have passed the preliminary submarine navigation tests, you must plot the way points on the ships map. Make sure your course is time efficient, otherwise the computer will reject your suggestion.



The Captain calls you to the bridge to show you something important - two Russian destroyers on the horizon, one of which is heading straight for you! No time to panic - get below and get this baby ready for some heavy duty action.



- | | | | |
|----------------------|--------------------------|------------------------------|-----------------------------|
| 1 MAP | 10 STERN PLANE INDICATOR | 20 CLOSED CIRCUIT TV ON/OFF | 26 HATCH INDICATOR |
| 2 FIRE CONTROL PANEL | 11 LONGITUDE INDICATOR | 21 TORPEDO TUBE INDICATOR | 27 COMPASS |
| 3 VERTICAL SONAR | 12 DIVE LEVER | ON/OFF | 28 LATITUDE INDICATOR |
| 4 RANGING SONAR | 14 BALLAST INDICATOR | 22 TORPEDO TUBE FLOOD ON/OFF | 29 BOW PLANE INDICATOR |
| 5 DEPTH GAUGE | 15 SILENT RUN ON/OFF | 23 FIRE CONTROL PANEL | 30 HEADING INDICATOR |
| 6 WATER TEMPERATURE | 16 SILENT RUN INDICATOR | ACTIVATE | 31 MULTIPURPOSE VIEW SCREEN |
| 7 TIME CLOCK | 17 SONAR ON/OFF | 24 RUDDER INDICATOR | 32 THROTTLE SPEED INDICATOR |
| 8 SPEED (IN KNOTS) | 18 ATTITUDE INDICATOR | 25 EMERGENCY BALLAST | 33 DRIVE PLANE INDICATORS |
| 9 RPM INDICATOR | 19 WHEEL | CONTROL | |

THE BLACKHAWK'S ARSENAL

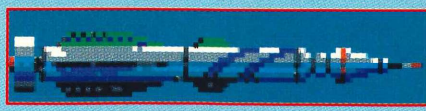
STING RAY



A 1000lb torpedo that homes in on a target up to 35 miles away. It travels at 90 knots and at a depth of 5,000 ft.

HARPOON

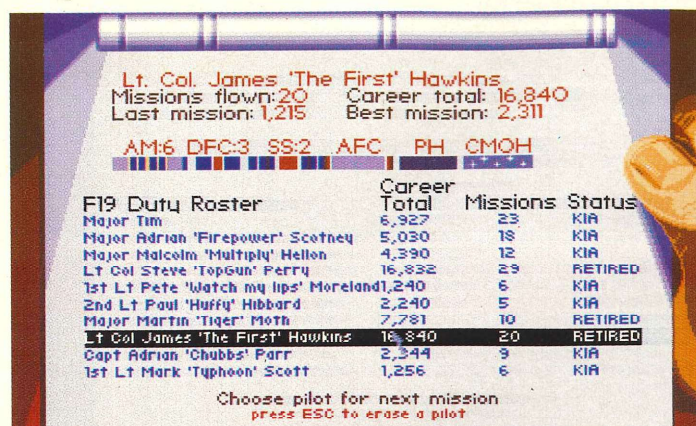
Propelled by a solid rocket booster that thrusts a 1000lb warhead 5,000ft above the surface with up to a range of 150 nautical miles. Effective against surface vessel targets.



EMERSON ELECTRIC Mk 2 TORPEDO DECOY

Used as a counter measure against incoming torpedoes. Emits a sound signal that attracts the shell.

■ To begin with, you must select the pilot you wish to fly with. Alternatively, you can choose to create your own. Either way, you will begin as a 2nd Lieutenant and must build up your rank as you progress.



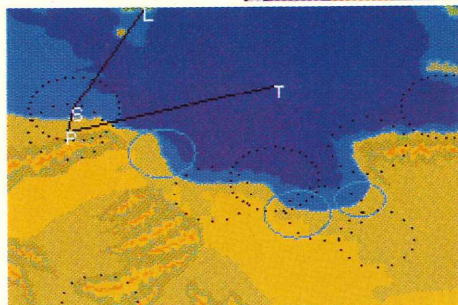
Lt. Col. James 'The First' Hawkins
 Missions flown: 20 Career total: 16,840
 Last mission: 1,215 Best mission: 2,311

AM:6 DFC:3 SS:2 AFC PH CMOH

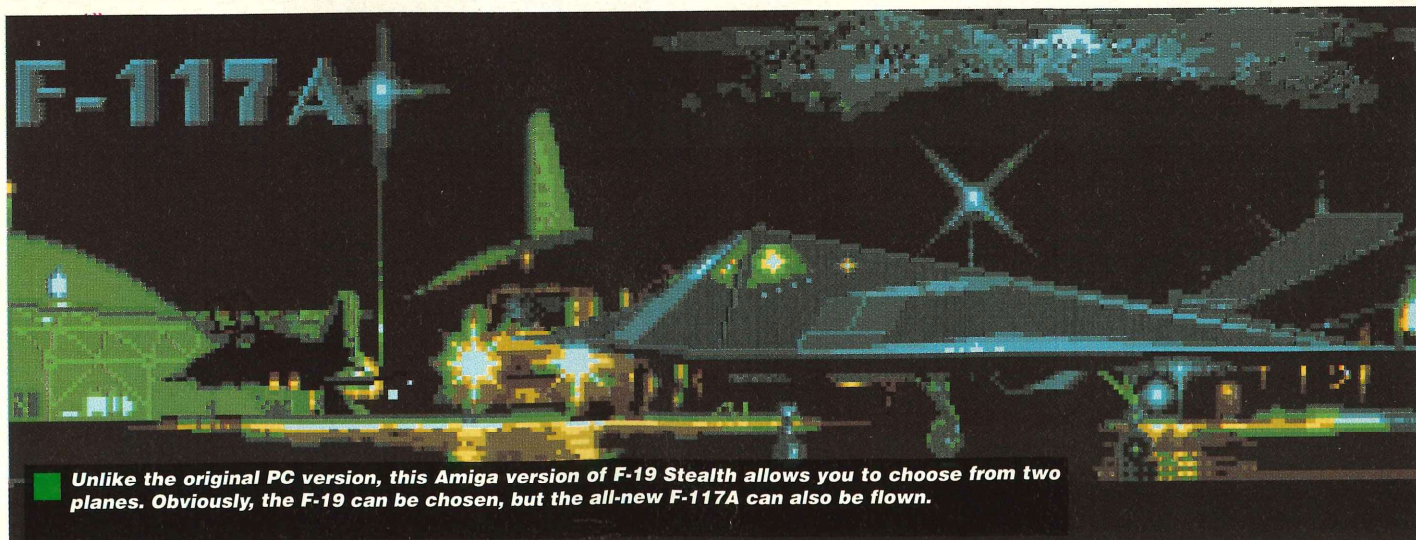
F19 Duty Roster	Career Total	Missions	Status
Major Tim	6,927	23	KIA
Major Adrian 'Firepower' Scotney	5,030	18	KIA
Major Malcolm 'Multiply' Hellen	4,390	12	KIA
Lt Col Steve 'Topgun' Perry	16,832	23	RETIRED
2nd Lt Pete 'Watch my lips' Moreland	1,240	6	KIA
2nd Lt Paul 'Huffy' Hibbard	2,240	5	KIA
Major Martin 'Tiger' Moth	7,781	10	RETIRED
Lt Col James 'The First' Hawkins	16,840	20	RETIRED
Capt Adrian 'Chubbs' Parr	2,244	9	KIA
1st Lt Mark 'Typhoon' Scott	1,256	6	KIA

Choose pilot for next mission
 press ESC to erase a pilot

■ (Right) Stealth's location screen details the area in which the mission will take place, be it the North Cape, Libya, the Persian Gulf or Central Europe.



■ (Left) A more detailed view can be found by viewing the intelligence brief. It is possible to call up information on the enemy SAM site as well as their radar arcs and strongholds.



■ Unlike the original PC version, this Amiga version of F-19 Stealth allows you to choose from two planes. Obviously, the F-19 can be chosen, but the all-new F-117A can also be flown.

F-19 STEALTH FIGHTER

The Stealth fighter is one of America's biggest secrets, and probably one of their major projects of the decade, costing billions of dollars, Microprose's new sim lets pilot the F-19 or, alternatively, the F-117A. Boasting over 4000 different missions, F-19 is divided up into four different scenarios: Libya; the Persian Gulf; the North Cape; and Central Europe. Again the separate areas are divided up into three scales of conflict. These are: Cold War; Limited War; and Conventional War.

Cold War requires you to pilot the Stealth using its capabilities, i.e. to fly undetected, to the full. However, if you are picked up on radar, the offending object must be

destroyed quickly and quietly. The objectives are usually single targets that need to be destroyed before returning to base. Limited war still needs you to be stealthy, but you usually find that any enemy military target is fair game. However, the destruction of civilian property must be avoided at all costs. Lastly, Conventional War is a case of blast 'em to bits! Anything and everything must be done to deal a critical blow to the enemy. Don't bother using the Stealth's invisible capabilities, go for it!

All in all, there are two different types of mission to

ALEX

I know it may seem difficult, but I think F-19 even exceeds the classic Midwinter when it comes to graphical excellence and overall enjoyment. With every detail carefully catered for, F-19 is currently the flight sim to buy and must not be missed. It may seem a little complicated to begin with, but once you get to grips with it, you'll find it difficult to put down. F-19 put simply is THE best!

STEVE

A brilliant job of converting F-19 from the PC has been made by Microprose U.K., and although flight sims may not be your cup of tea, F-19 should appeal to beginners and veterans alike. It will take even the most avid of pilots months, maybe even years to complete every objective. A classic not to be missed by anyone.

choose from: Air-to-air mission, requiring you to eliminate a primary target, usually an aircraft, before destroying a ground base as the second half of the mission. A strike mission on the other hand, is solely based around the destruction of ground targets. Training in both of these areas is extensive and helpful, and as they say, practice makes perfect!

Each simulation can be changed in difficulty by selecting the skill of your opponents. Foes that are rated as 'Green' are easy meat as they have neither skill or equipment to take you out. Next up the scale is the Regular Adversary - not bad when it comes to piloting, but the aircraft they use is both outdated and in need of repair. Beware of the veterans. Experience in combat makes them deadly in the air, and with a wide selection of weaponry available, they are going to be no push-over. Now we come to the very best. The Elite are skilled in all dog-fighting manoeuvres, and every item of top military hardware is at their disposal.

Each mission is briefed in full, with detailed maps of the surrounding area, indicating SAM sites and enemy installations. The weaponry you take on your mission is decided

by your good self, and obviously, the correct hardware must be taken. Stealth must fly low and fast with all external objects, i.e. landing gear and bomb bay doors, retracted. The enemy have a certain electro-magnetic visibility rating (EMV) and if your rating exceeds theirs, you're detected. The EMV of your craft everytime you bank, climb or dive, and flying at high altitudes doesn't help either. When flying at night, you can navigate by the stars and even a bolt of lightning will sometimes light up the midnight sky!

DOUG

F-19 Stealth Fighter puts Falcon to shame, not only in terms of graphics but also playability. It shows that the game has endured extensive play-testing as there is hardly a bug or glitch in sight. With over 4,000 missions to complete, the game could hardly be called repetitive, and I will no doubt be returning to this classic for many a month to come.

ZONE

GRAPHICS Some of the fastest and detailed vector graphics seen in a flight sim on the Amiga, making the overall effect literally stunning!

SOUND Not in the same league as the graphics, but hum of the afterburner and screech of the warning siren all add atmosphere.

OVERALL 90

90

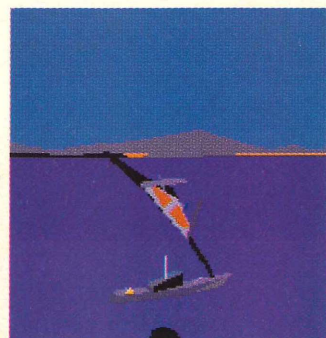
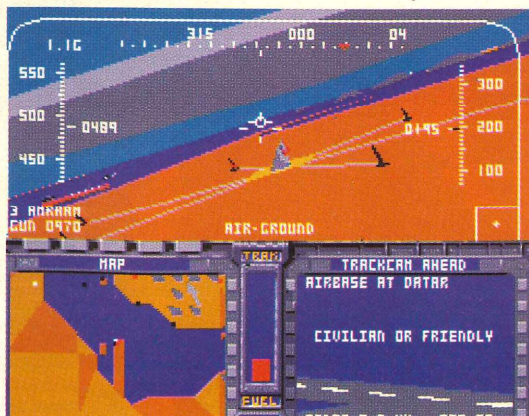
75

RATING



(Above) Your primary target for the ground strike mission you select is an enemy airbase. Taking down the coordinates, you make your way to the objective where a 747, a sitting duck, is just taking off - Ha!

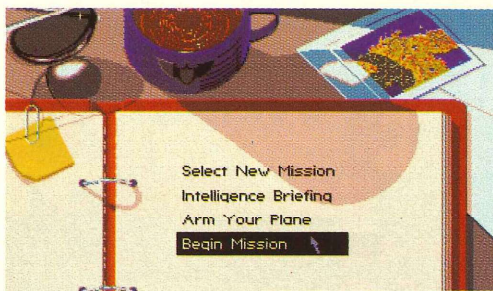
(Below) The ground is littered with hostile objects such as deadly SAM sites. These radar-guided missiles home in on your craft and only by the use of chaff and expert manoeuvre can you rid yourself of these pests



(Above) As with most flight sims these days, it is possible to view the Stealth from almost any angle, allowing you to gain different aspects, even from a launched missile, of the current situation.



(Above) Before you take-off, you must arm your aircraft with the equipment you think is necessary. Sidewinders can be selected, as can free-fall bombs, Mavericks and even a 135mm Infra-red camera for recon missions.



(Left) Leaving your cup of coffee hot on the table and picking up your standard-issue aviator glasses, you head out to the concrete runway and your brand-spanking new aircraft.



(Above) After taking off from the U.S.S. America, you circle the aircraft carrier before setting off for the tough mission ahead. However, remember the position of this baby because you'll need to land on her when you've finished.

PLOTTING

Ocean have thought to themselves and now they have cashed in on the idea that simple games prove to be by far the most enjoyable and addictive. Plotting is a game of matching identical blocks with each other, thus eliminating them from the square. Once the limit has been reached, you progress

on to the next level.

You control a small blob-like creature who can either move up or down via the joystick. Depending on the type of game you're playing (i.e. One or two players), you'll be positioned on the right or left-hand side of the screen. Each block has a different pattern on it, and once

you have one in rhands, you must attempt to match it with one in the centre of the screen. This is done by throwing from the side so it either direct collides with the other matching block, or deflects off of a wall and hits its twin. This will make the two disappear, and the block on the other side will leap out and form the next square to match up.

It is also possible to eliminate more than one brick at a time. If a row of three of the same blocks were shot at, all would disappear instead of the usual two. Special tubes of pipes help re-direct your blocks towards the centre, and there is even an Almighty square which will count as any other brick. Time is of the essence, and if you don't make the decisions

STEVE

I'm not sure what to make of Plotting. It's a playable little game which proves to be quite addictive, but somehow I don't get the feeling that I'll be playing it much in the future. The simplistic gameplay is extremely easy to pick up, and some of the later levels are extremely infuriating but, overall, I came away relatively unimpressed. Not bad, but I doubt its lasting appeal.

quickly, you may find the walls come crumbling down around you!

ZONE

OVERALL 70

GRAPHICS

Plotting's colourful but simplistic sprites provide the perfect setting for an addictive little game. Each block is well defined, making life that bit easier.

64

SOUND

The tune that plays along during the game is a bright and cheery little number, and adds to the games cutesy-type appeal.

70

RATING

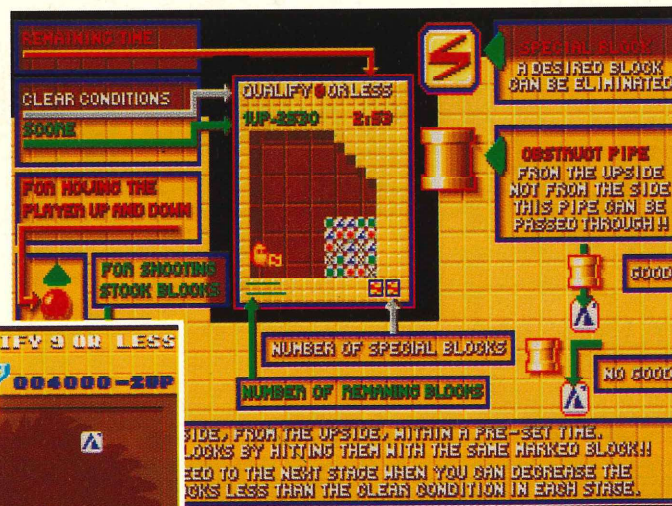
ALEX

Plotting is a simple little game that is fun to play and will keep you addicted for hours on end. Moving your cutesy 'blob' around trying to match blocks may not sound all that enthralling, but you may be pleasantly surprised. The option to build your own game areas adds to the game's long-term appeal, and the two-player challenge gives extra enjoyment for more than one player. A good game that is sure to please, but I doubt whether you'll be playing it in a month's time.

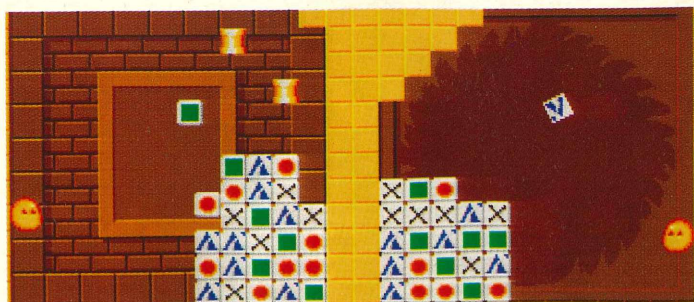
Thankfully, Plotting has been equipped with a brief instruction screen informing you how the game works. It also highlights the details on objects such as the obstruction pipe and the almighty block.



(Right & below) Most of Plotting revolves around an arcade sequence, with eliminating blocks being the aim of the game. As long you match the colour and pattern of each brick correctly, you should be okay. Simply tap the fire button to send your block flying off towards the other bricks. If they match, they'll disappear, leaving fewer squares to destroy.



Finally, there is an option that allows you to play against a friend. Everytime you make a block disappear it'll appear on their side.



OPERATION HARRIER

The McDonnell-Douglas Harrier was the key to Britain's success in the Falklands conflict, due to the sheer manoeuvrability, speed and pay-load over the Argentinian aircraft. Using the Rotoscope concept, Creative Materials and U.S. Gold have gone one step further than Rotox in this overhead shoot 'em-up.

Set in the near future,

Operation Harrier includes a number of missions which are all situated in and around the Middle East. A nuclear arms treaty was signed a few years back and now the super powers have decided to pay more attention to the growth of the Third World countries instead of global warfare. It seems that the sneaky Arabs have decided to develop a

nuclear warhead behind our backs, and it is your objective to penetrate their defences and retrieve the deadly weapon.

Using the same concept as Rotox (Rotoscope), Operation Harrier is a simple game requiring you to locate your primary target and then using the weapons at your disposal, destroy it before returning to the carrier. First things first, and you must arm your bird before taking off. Make the correct choice between a selection of free-fall bombs, air-to-ground rocket pods and lastly air-to-air missiles.

The General will then brief you on the forth-coming mission, and then you jump into the cockpit and start the sortie. Using the joystick, you can pilot your aircraft over the

ALEX

I think that the so-called revolutionary Rotoscope worked better on U.S. Gold's previous Rotox than on Operation Harrier, it didn't give me the manoeuvrability that you would expect from a jet such as the Harrier. Also I found it was too repetitive to be enjoyable. Overall, certainly different from other shoot 'em-ups but one I doubt I will be returning to.

hills and the hostile islands, but take care and avoid incoming shells!

STEVE

Although Rotoscope is indeed a novel and unique system, it can't save Operation Harrier from being a dull game. As shoot 'em-ups go, it is very disappointing, and, despite a number of missions, there wasn't enough variation to keep me interested. A pity really, as it takes the Rotoscope system one logical step further with the addition of depth, but sadly it isn't enough.



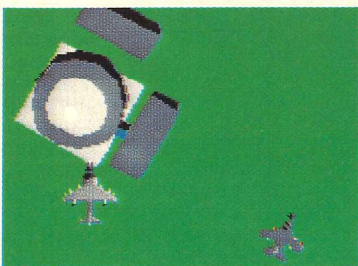
The gruff General briefs you on your forth-coming mission, explaining the whereabouts of your first target. He will also give you a report of the success or failure of the previous mission.



(Above) You must equip your plane with the necessary hardware. For instance, ground targets will need hefty 1000lb bombs and enemy aircraft can only be brought down with cannon fire and Sidewinders.



(Left) Enemy aircraft swarm around in the skies like insects, launching missiles and opening up on you with deadly cannon fire. Each hit sets part of your jet on fire, and up to a maximum of four hits can be sustained.



(Above) The islands are scattered with all manner of stationary objects, such as missile silos and airfields. Most of these are fairly harmless, apart from a large reactor. It is perfectly safe unless you open fire on it. Your shells will crack the super-structure and cause a nuclear explosion.



(Left) Flying low over the sparkling blue sea, a large cruiser, your target, lies far on the horizon. However, your speed carries you there quickly and soon flak will be erupting next to your small craft.

ZONE
OVERALL 67

GRAPHICS 66
There is the same Rotoscope concept as Rotox, but it doesn't work as well. The sprites and back-drops are rather simplistic.

SOUND 69
A few more varied explosions would have been appreciated. But, on the whole, the sound is decidedly average.

RATING

OPERATION STEALTH

The name is Glames, John Glames. You are one of the CIA's top Secret Agents and you have just been assigned to one of the most important missions of all time. America's newest invention, the Stealth - an ultra-modern fighter plane with devastating abilities - has disappeared whilst on a test flight. Some of the top-bods at the pentagon suspect the Soviets, but you have been handed information to the contrary. The plane was last reported to have been spotted landing in Santa Paragua, a banana republic, and it's your job to make 'Operation Stealth' a success.

You set out on your assignment with your briefcase, containing only the bare essentials necessary. These include an American passport, a calculator (with a difference), a pen, and of course, a change of clothes. When you reach the Airport at Santa Paragua, it is best to check your briefcase thoroughly, in case there is something you may have missed. In fact, the whole of your mission will be spent double-checking everything you come across, as every little article or piece of information is vital.

Your hunt for the missing

plane will take you to the darkest corners of this hostile country, so it is always wise to be as inconspicuous as possible, and whatever you do, don't make enemies, as the people you are dealing with are totally ruthless. If you do happen to cross swords with any such undesirables, remember, you're on your own. The last thing that was said to you as you left was 'if in any event you fail your mission, your identity will not be recognised by the American government'. Remember it well.

As you progress, things will start to become a little clearer. Not only are you dealing with the theft of America's secret weapon, but you'll also find yourself wrapped up in a web of politics. You have rather unknowingly, become involved in a plot to overthrow the Santa Paragua government. Everyone wants something out of this tangle of events and, not suprisingly, you discover that the Russians are involved. So, in between battling against Russian spies and bogus government officials, you will encounter many dangerous situations, all of which may prove fatal if handled badly.

Glames must solve many puzzles as he starts to unravel the story - breaking into safes and blowing things up, for instance, but there are also less obvious things that must be done in order to complete your mission, buying a carnation from the florist, or changing money at the bank perhaps - seemingly trivial things that are actually of vital importance. As you get further, things tend to hot up a bit - situations become stickier and things generally get tougher all round, making your job far from easy. But don't lose your cool, as a bit of logic and quick thinking always gets you back on the right track. And, who knows, maybe you will eventually make sense out of it all, and return home a hero.

STEVE

So much care has gone into its presentation and gameplay, and it really shows. Doors are opened automatically, and the game's parser is so easy to get to grips with. In addition, the 007-style scenario is brilliant, with all the baddies and double-crossing you get in the films, along with a few arcade sequences thrown in for good measure. A brilliant game, and Delphine's best yet.



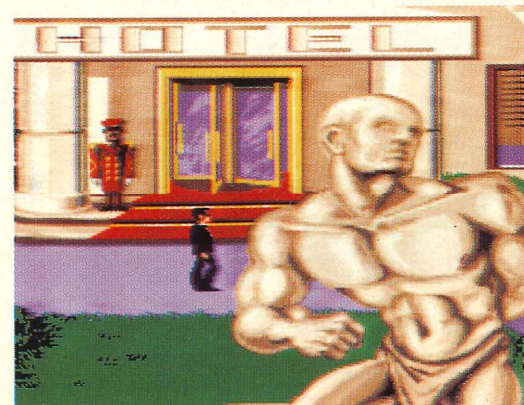
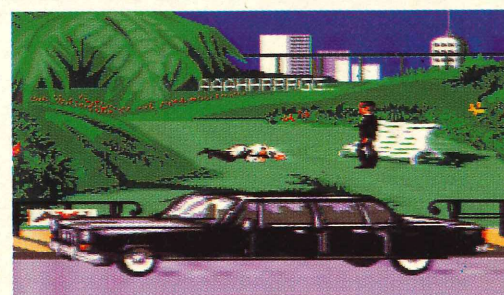
Once you have landed at the airport, and have figured out how to get past the first customs official, you must find the baggage sent for you. Getting this past customs isn't easy, though.



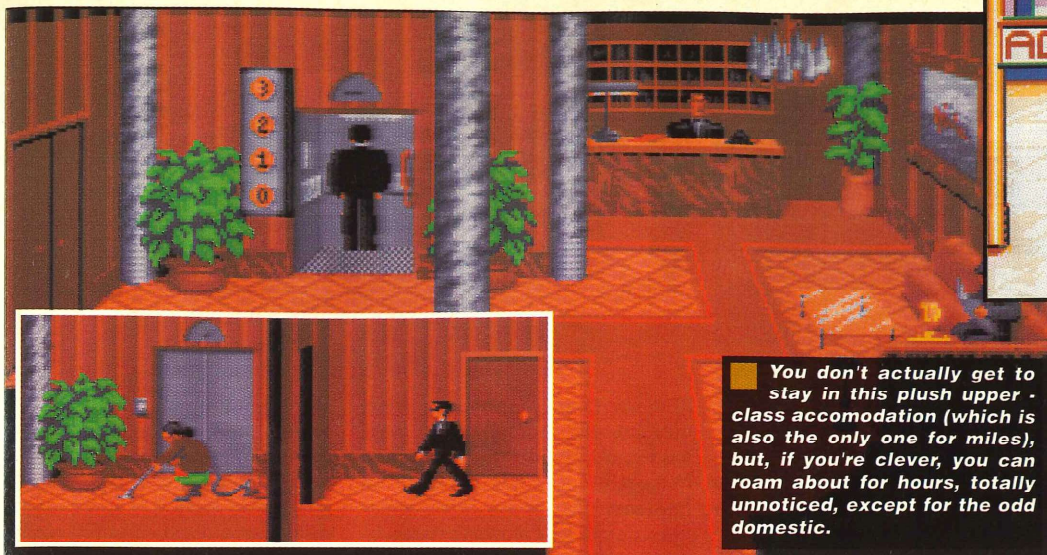
(Below & above) Being a secret agent isn't all glitz and glamour, especially when you have so many enemies, and Mister Glames' luck isn't any different. But you do get to make a splash with the girls, even if the surroundings aren't quite as expected.



(Right) Nobody is safe, as murder seems high on the agenda. So watch out, because you don't want to land up pushing up the daisies, like your former associate.

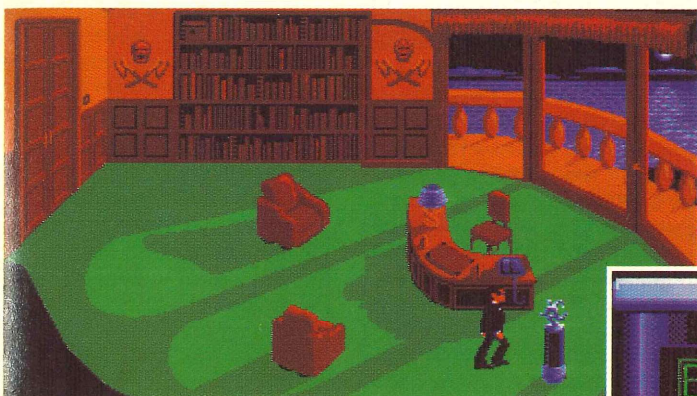


(Left) Well, it does look enticing, and it proves that you do get to cover some exotic locations, but it's all in a days work, and after all, everything is there for a reason.



■ You don't actually get to stay in this plush upper-class accommodation (which is also the only one for miles), but, if you're clever, you can roam about for hours, totally unnoticed, except for the odd domestic.

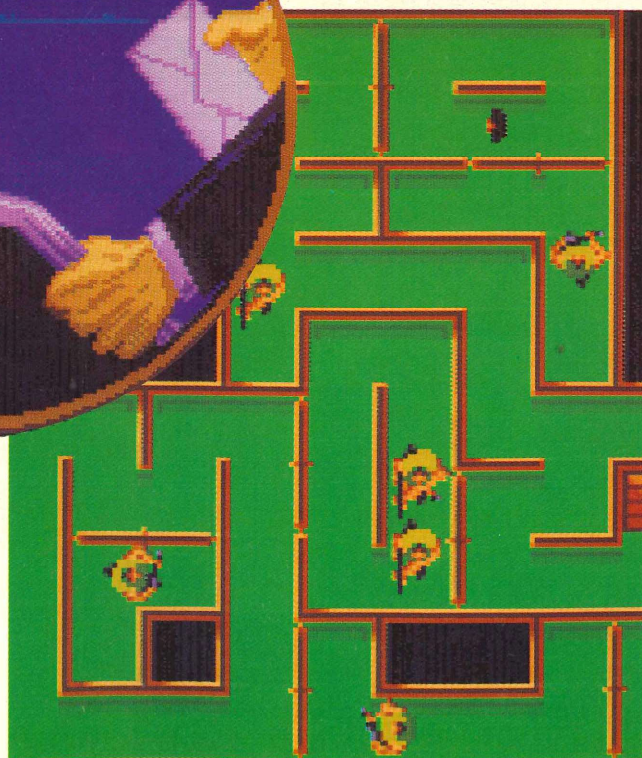
■ With persistence and a little hard work, you can succeed. Although, the better you get, the harder the puzzles are to crack. Places may seem normal and bare of information but examine all, and you may discover the strangest of things in the strangest of places.



■ (Above) Hand to hand combat doesn't happen very often, but it is vital that you win. Failure always results in death - so be prepared!



■ (Above & left) Such is the variation in the game, that not only do you have the difficult adventure scenes to complete, but you also have arcade sequences to contend with. When escaping, you must reach the surface before your air runs out and the inevitable happens - drowning. Also, you must have your wits about you when you're trying to retrieve keys and escape from the many mazes.



ALEX

Operation Stealth's control system helps to create one of the best adventures I have played in a long time. Actually, playing Stealth wasn't like playing an adventure, the easy to use system and depth of play made it utterly engrossing, and, as such, one of my all-time favourites.

MICHELLE

I can honestly say that this is the best adventure I have ever played. It's very varied, totally addictive, and definitely value for money. If you are the easily irritable type you'll be chewing the carpet to shreds. Other than that, I only have one little gripe - that's the speech. It's not very easy to understand.

ZONE

OVERALL 85

GRAPHICS 81

Good definition means even the smallest of items are easy to spot, which is essential in an adventure such as this. A well presented game.

SOUND 79

This is very well done, the FX sounding very realistic. It has digitised speech which is definitely an added extra.

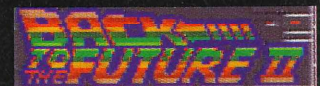
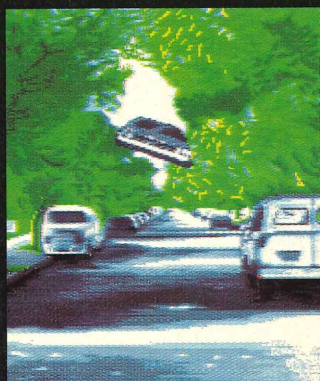
RATING



The game opens with the first film's closing seconds...



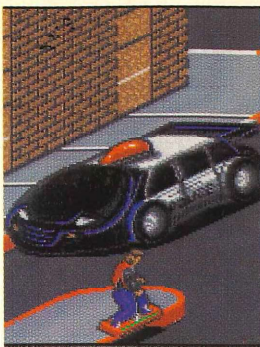
...and before they have a chance to complain, Jennifer, Marty and the Doc. are going Back To The Future...



.... ending up in a very different-looking town...



... but with some unfortunately familiar faces...



(Above & below) Marty's adventures begin as he hot-foots it away from the cybernetic Griff and his bloodthirsty gang. The action switches between horizontally-scrolling and diagonally as you avoid Griff and Co., collect bonus icons and hitch lifts from passing cars (remember kids, Michael got a stunt man to do this for him, and unless you have one, don't try it at home). After a long struggle, he eventually reaches the town hall, where Griff and his cronies are finally brought to justice.



BACK TO THE FUTURE II

Announced six months ago when the film was in post production, the job of converting Back To The Future II fell to the hands of Images, the team who were responsible for the conversions of

STEVE

Back To The Future II was a fairly enjoyable film, and with so many action sequences in it, I thought that it would be a perfect candidate for a good conversion. What we have here, though, is a real mish-mash of game ideas, none of which are particularly impressive on their own, and really gel into a good all-round game. That's not to say that it doesn't have its good points: the sliding puzzle is fun and the Jennifer section novel, but the long-winded boarding sections go on for too long, and the beat 'em-up level is a dull rehash of Kung-Fu Master. A pity really, as the promise was there.



R-Type and Ninja Spirit for Activision. At the time, the States wasn't keen on releasing the film into Britain, so working from the script they started to build up the game from there. Starting where the first film left off, BTTF2 has Michael J. Fox's Marty McFly travelling into the future with his girlfriend and Doc. Brown, after being tipped off that his kids had turned out badly. Once there, he

ALEX

If you have seen the film, you will know what an enjoyable movie it is, with some perfect action sequences that could be converted well onto a game. I don't, however, think that Imageworks have made a particularly good job of the movie tie-in because most of the stages are fairly dull and therefore a chore to play. If more time had been spent developing the gameplay in certain stages, the game would have been far better - as it is, I think it's best avoided.

(Below) Having escaped Griff, your next task is to guide Jennifer through your future home, ensuring that she doesn't meet up with herself. The joystick directional controls are used to open and shut doors, and failure results in Jennifer fainting and the loss of a life.



... 'a hoverboard?'



... and so the game begins!

(All Film Stills Copyright Universal Studios Inc, 1989.)



ZONE OVERALL 57

GRAPHICS 62

The sprites are small and very unimpressive and the background detail similarly weak. Overall, these tend to give the game an uninteresting 8-bit look.

SOUND 53

A dreadful interpretation of the film's music, and the in-game tune is even worse. The so-called music stops and starts repeatedly, and proves extremely irritating.

RATING

gets involved in scrape after scrape, during which he picks up a sports almanac with which he reasons he could make a fortune betting if he took it back. Along the way, this almanac falls into the hands of Marty's old enemy, Biff (now an old man), who promptly borrows the time-travelling DeLorean and takes the book back in time, giving it to his younger self. Thus, the time line changed, Marty and the Doc. go back to a totally different 1985, a time when the now mega-rich Biff runs the chaotic town and has even married Marty's Mum! The story ends with Marty travelling back to the scenes in the first film and attempting to get the almanac back from Biff before he can bet with it...

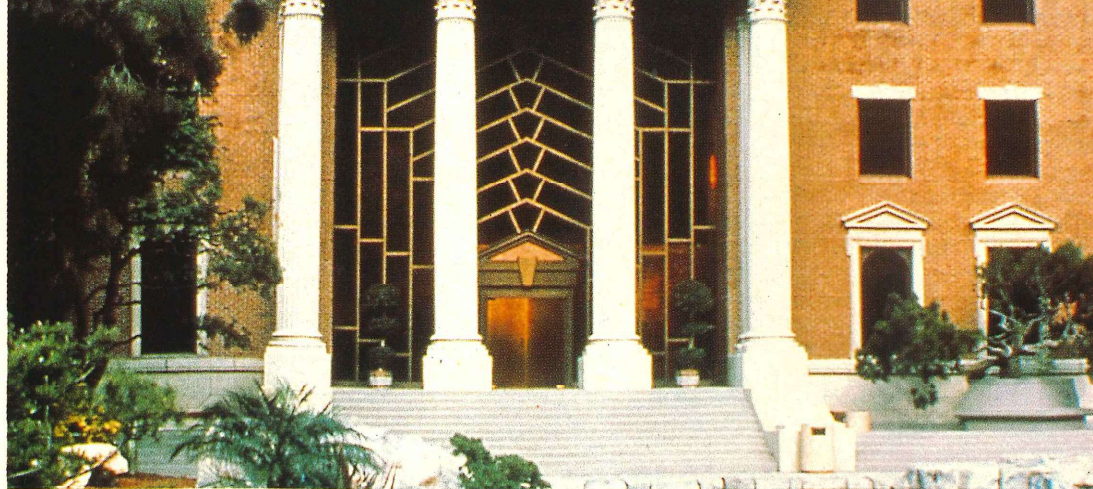
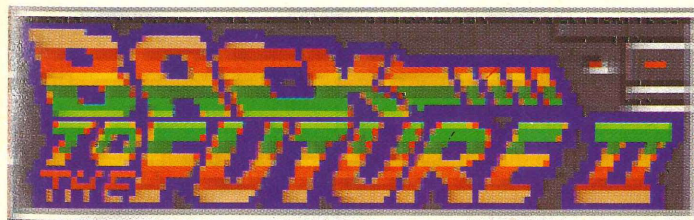
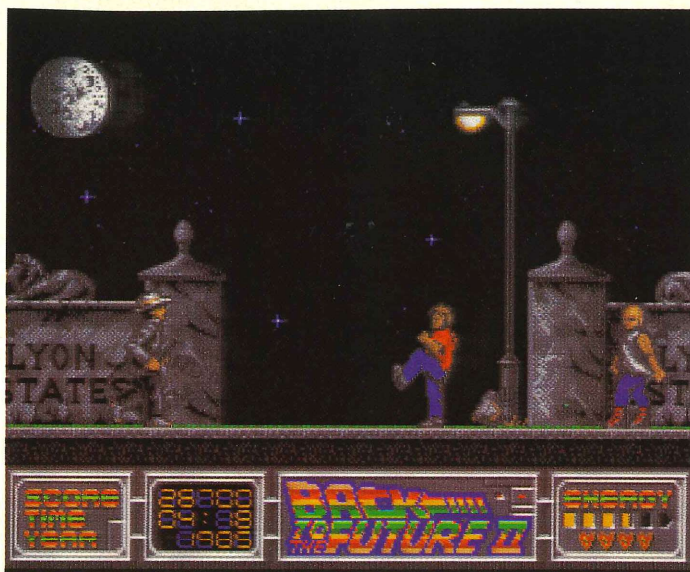
The game begins with Marty leaping on a hoverboard to avoid Griff, Biff's bionis and psychotic son (still with me?). Avoiding the baseball bat-wielding Griff and his cronies, you must weave your way through the traffic, hitching lifts and collecting bonus goodies, before skating over the park lake into the next scene. Next, your girlfriend, Jennifer, has stumbled across your future home and if she meets up with her future self, the shock will traumatise her, so

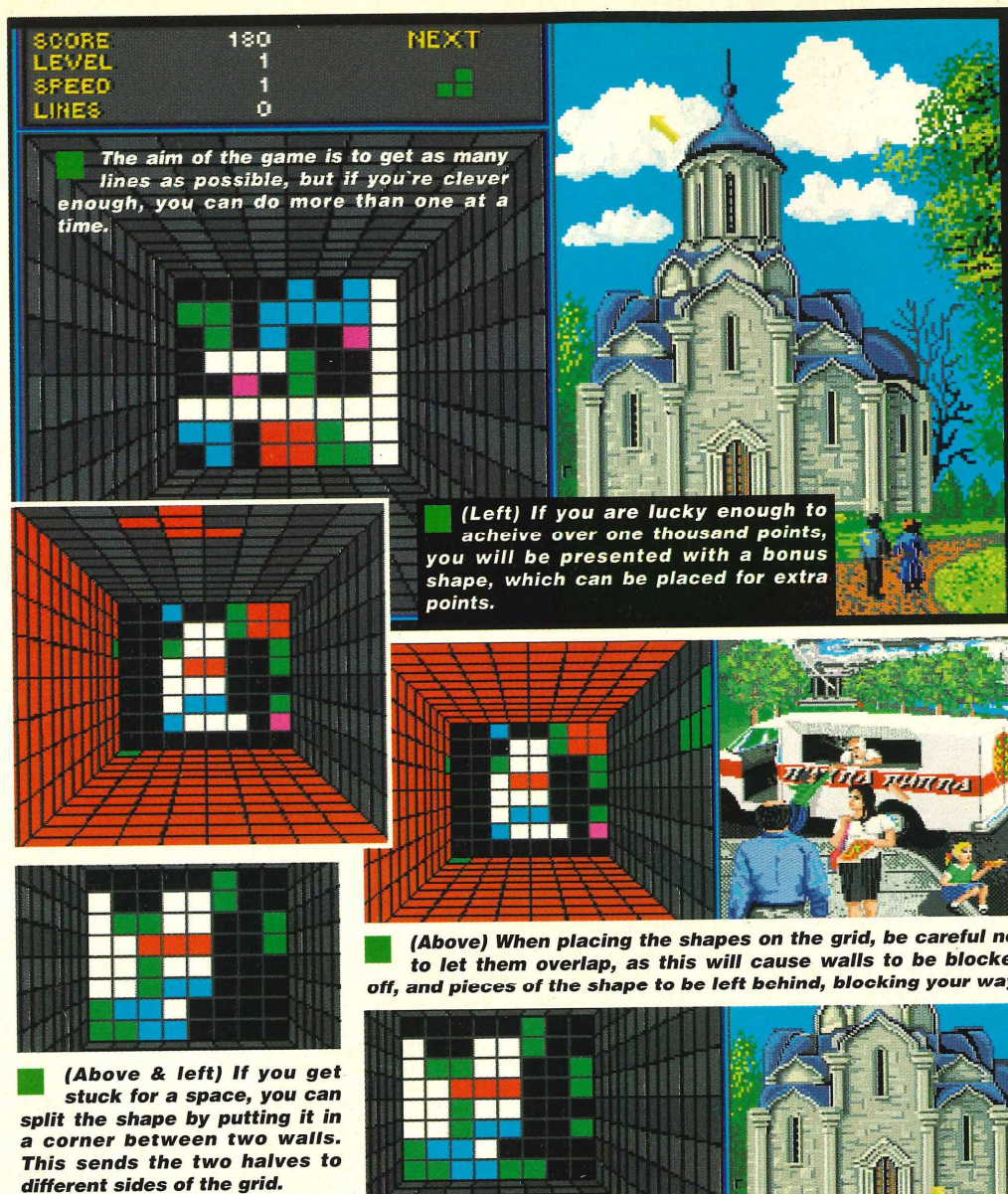
Marty must guide her through a plan view of the house and out of the front door. By now, Marty has returned to 1985 and, searching for the DeLorean, Marty must beat up one of Biff's cronies before piecing together a picture of the school band in the next stage - a sliding block puzzle. Complete this, and once again you jump on your hoverboard as you try catch up with Biff as he drives away with the Alamanac. After this, history will be restored. Well, until Back To The Future III, that is!

MICHELLE

For such a block-busting feature, I was quite disappointed at this feeble effort. It seems to me that although a lot of time was involved in the development of this game, it still lacks in imagination and has wasted potential. I would definitely not recommend anyone to spend £24.99, on a game which is a clear disappointment.

Your next stop is the present - well, sort of! Having taken the Almanac back, Biff has become the mayor of the town and, as a result, chaos soon followed. Marty must explore the horizontally-scrolling play area, fighting off Biff's cronies as he does so. Punks wielding knives and bouncing barrels sap his energy every time they touch him, and his old school teacher awaits his arrival at the end of the stage - armed and ready. Following this, he must go back to 1955 to retrieve the Almanac.





The aim of the game is to get as many lines as possible, but if you're clever enough, you can do more than one at a time.

(Left) If you are lucky enough to achieve over one thousand points, you will be presented with a bonus shape, which can be placed for extra points.

(Above) When placing the shapes on the grid, be careful not to let them overlap, as this will cause walls to be blocked off, and pieces of the shape to be left behind, blocking your way.

(Above & left) If you get stuck for a space, you can split the shape by putting it in a corner between two walls. This sends the two halves to different sides of the grid.

WELLTRIS

With all the interest in Soviet activities flooding our newspapers and T.V. screens at the moment, it's hardly surprising that more and more games are being released, with the Soviet theme in mind. Amongst this cascade of Russian-orientated software, is Infogrames' offering, Welltris. In this one-player strategy game - seemingly based along the lines of a thinking man's noughts and crosses - you are presented with a three-dimensional grid, where upon, by using the keyboard, you must try to achieve as many horizontal or vertical lines as possible.

Lines are created by carefully positioning shaped blocks onto the grid. The shapes appear individually, in various places around the screen, and can be moved in any direction. In addition, they can be flipped over, enabling you to alter their position. However, all is not as simple as it may seem. Once a shape is in play, there is a time-limit within which you must place it. Otherwise, it will just land adjacent to wherever they appears. Another element against you, is that the shapes can not be overlapped. If this happens, a wall of the grid will be blocked off, temporarily

stopping you from moving to that part of the screen.

Not everything is totally against you throughout, though - to help you there is a window at the top of the screen and this shows which piece is coming into play next. The shapes are also divided into categories by colour - for example, single rows are always white, and squares red. The menu screen has the options of difficulty and time-limits, so for those of you who have got the knack, but can't think that quickly, or vice versa, you can alter the many in-game options to suit the best of both abilities.

ZONE

OVERALL 71

GRAPHICS 68

Although the 3D perspective works well for the grid, the shapes lack in dimension, sometimes hindering the decision on how best to place them.

SOUND 49

An authentic-sounding Russian tune plays on and off throughout, but other than that, nothing special - still, there wasn't a lot they could do.

RATING

MICHELLE

I found this game too similar to Mirrorsoft's Tetris, which is hardly surprising as the same guy wrote both. I must say that I prefer Welltris. I found it much easier to get into and far more addictive, although it can become rather irritating when pieces are dropped into play to ensure you can't win. I think its lasting appeal depends upon how well you get on, as there isn't a great deal of variation no matter how well you do, but that minor gripe certainly didn't deter my interest.

STEVE

It seems that everyone is trying to better Tetris. And, logically, if anyone could do that, Tetris's original programmer could. Well, that's the theory, but in practice I don't feel it works. The controls as you move the blocks around the play area's perimeter are unhelpful, and it is frustrating to have to bash away at, say, the down key when you require to position it on the left wall. That said, there is an element of playability there, but not enough to warrant the asking price.

**DARE YOU ENTER
MIDIAN, HOME OF**

ENTERTAINMENT WEEKLY

**SPECIAL
REVIEW**

THE ARCADE GAME

ZONE	OVERALL
67	67
GRAPHICS	68
SOUND	69
R A T I N G	

GRAPHICS A big disappointment. The animation on Boone/Cabal leaves a lot to be desired, and the backgrounds come over as bland and don't capture the oppressive feel of Midian.

SOUND Some nice use of bells tolling and other graveyard-associated effects, but, on the whole, these too are disappointing.

Whereas *The Interactive Game* took you by the hand through the film's scenario, the arcade game skips the first part of the film and concentrates on the action-packed battle for Midian. Boone has been bitten by Peloquin and has so far avoided Decker and his freshly-recruited party of fascist

policemen. However, closely followed by Lori, he has entered Midian but, in doing so, revealed the whereabouts of the fabled city of the 'Breed'. The game picks up with you searching the Necropolis (the graveyard/city situated above Midian) for Midian, and avoiding the police and their destructive

capabilities. However, with the police toting such weapons as laser-guided machine guns, flamethrowers and even bazookas, the very structure of Midian is being threatened and you - as Cabal, your Nightbreed persona destined to save the shape-shifting race - must put an end to the merciless killing and enable the 'Breed' members to escape to a new home.

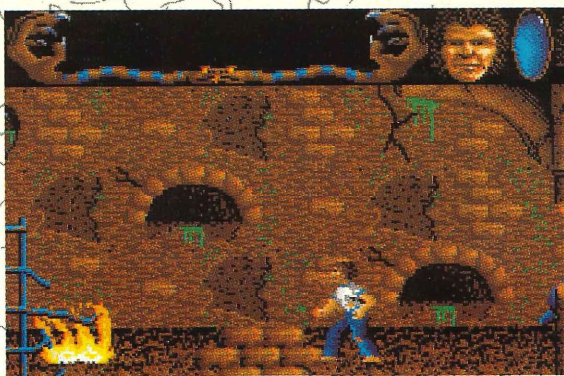
The game is split into two

distinct stages: the Necropolis and the sprawling catacombed city itself. You begin the game amongst the gravestones, with the police battling the many 'Breed' members all around you. Your basic aim is to collect the three pass-keys which will allow you access to Baphomet's chamber, and warn him of Decker's intervention and the proposed annihilation of his race. However, this task will not be an easy one.

(Below) The basic aim of the game is to find three pass-keys. One key has been hidden within each section of the game, and will allow you access to previously closed off sections of the city.



(Right) Not only do you have to fend off the police, but you will also have to fight off the occasional member of the 'Breed'. However, unlike the police, you can't kill them. Instead, you must simply knock them out of your way.

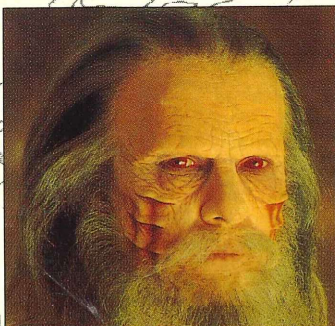


(Above & left) Decker's police comrades, the xenophobic 'Brother Of The Free' are under the impression that you and the 'Breed' are evil that needs to be destroyed. As such, they are gradually wiping out the 'Breed' members with an arsenal of bazookas, machine guns, and flamethrowers.

(Left) Peloquin's bite prompted a chemical reaction within Boone, in turn creating Cabal - the 'Breed' member destined to save Midian and its occupants. During the game, you can swap between Boone's two persona with a quick prod of the 'T' key, gaining extra strength in the process.



LYLESBURG



MEXICO

NARCISSE



OTIS & CLAY

ALEX

Hmmm, out of the two, I definitely prefer the interactive game over the arcade one. Mainly because it seems to capture the atmosphere more. This arcade game is a very simple and uninspiring affair, with a very repetitive game task and poor controls. The beat-em-up sections are tiresome and can be difficult to control, and I found myself losing energy needlessly. Not bad, but it could have been a lot better.

The police have set explosive charges all over the city and in the Necropolis, and are also throwing grenades and bombs around as if there is no tomorrow. Luckily, Boone can defuse the

latter providing he gets to them before their timing device doesn't start bleeping, but the former should be avoided as the resulting explosion will kill you. You begin the game with three lives in tow, the length of which is governed by an energy bar. Every time you get into a scrape with either the police or the 'Breed, this bar will be reduced dramatically. If it is totally exhausted, then you will have lost and Midian will be doomed. However, dotted throughout each area are a number of rejuvenating pools which, if stood on, replenish any lost energy.

Reaching Baphomet isn't the final part of the game, though. Decker, now clad in his alter-ego - the deadly Mask - has cornered Lori and is set on adding her to his list of disfigured victims. Once the fight for the 'Breed's survival has been made in their favour thanks to the addition of their Berserker warriors, you must descend once more into the dark catacombs of Midian for a final

DOUG

The main problem with *Nightbreed - the Arcade Game* is that it is a simple run'n'kill game which has had *Nightbreed's* scenario and the many monstrous characters dropped into it. Although it does follow the original story quite well, I can't help but feel that it could have been done better, both in terms of the playability and the in-game presentation fronts. Still, what gameplay is there is quite nice - if a little too simplistic and repetitive - and while it is by no means the best *Nightbreed* game, it's by no means awful.

meeting with your psychotic psycho-analyst.

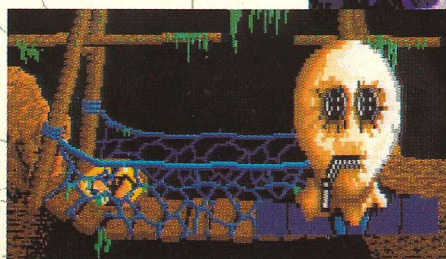
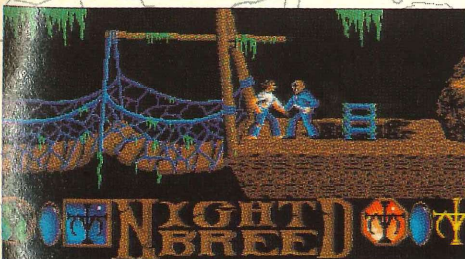
STEVE

Although the *Interactive Game* was a bit of a disappointment, the arcade game is even worse. The action consists of simple running and jumping actions, with the odd spell of fighting thrown in for good measure. Now this wouldn't be too bad if the controls were OK, but they aren't particularly responsive and were responsible for unnecessary loss of life - most annoying. That said, there are some nice touches - the sound proves quite effective, for instance, as are the digitised pictures - but, overall, *Nightbreed - The Arcade Game*, is a let-down.

(Below) Access to Midian prompts a change of background and more nasties to fight off. It also sees the addition of a few new gameplay features, such as ladders and chasms which must be climbed and jumped over.



(Left & below) As well as the running and jumping action, *Nightbreed* also features beat'em-up elements. Whenever you come face to face with a policeman, a fight will ensue, and using the usual directional controls in conjunction with the firebutton, you must fell your attacker. Likewise, your dead assailant may have been armed, allowing you to collect any dropped weaponry.



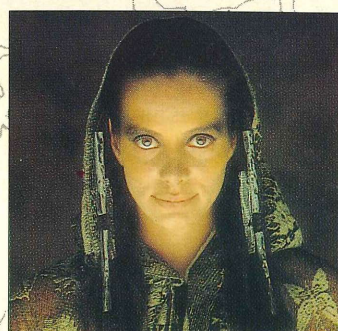
COME CLOSER
BOONE!



IT IS TIME FOR YOU
TO FULFILL YOUR
DESTINY!

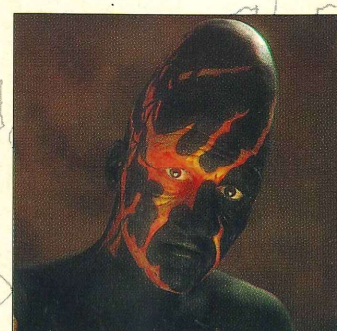
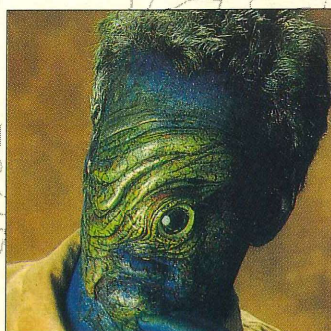
(Left) Overseeing Midian's destruction is Decker - the cause for the proposed elimination of the ancient race. In addition, he is in the process of threatening Lori, and must be defeated before you can complete the game.

PELOQUIN



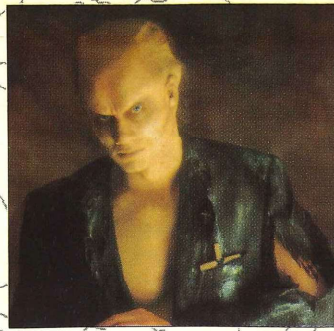
RACHEL

SAUL



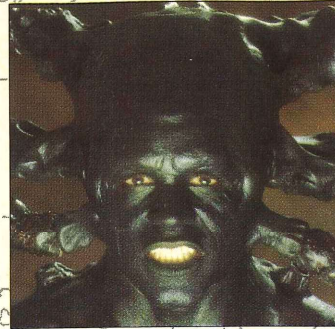
SCORCH

ANNASTASJIA



ASHBERRY

BAPHOMET

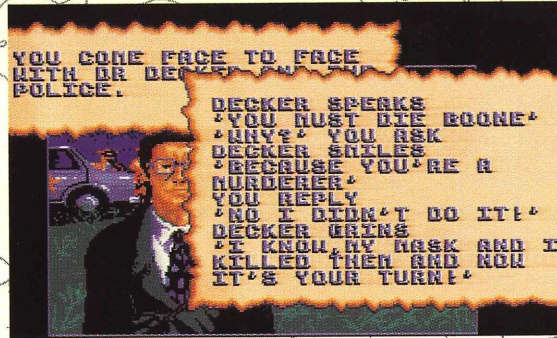
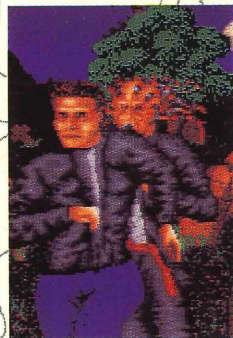


LEROY GOMM

(Below) Meet Aaron Boone, a misfit who has never felt as if he belongs in society. A man plagued with personal problems, the only stable thing in his life is - was - Lori, his girlfriend. Now, as he confronts Decker, his psychiatrist, he is being accused of eleven grisly murders - murders he cannot remember doing. After two years of talking and reasoning, Decker is now going to shop him to the authorities.



(Right) After several scrapes, you finally enter the site Midian is believed to be under. However, in the dark night, two hostile members of the Breed - Peloquin, a violent rogue, and Kinski, a moon-headed colleague - attack you, and are intent on savouring your flesh. Having escaped after a nasty bite to the shoulder, you must press the firebutton as quickly as possible to out run Peloquin.



(Left) Having escaped from Peloquin and Kinski, you jump out of the frying pan and into the fire, coming face to face with Decker - behind whom the police are waiting. Decker reveals he is The Mask, the killer responsible for the eleven murders, and tells the police you are armed. The rounds from eleven guns end your human existence. But better things are to come...



(Above) Most of the action is viewed from this map screen. From here, you can drive to any of the key locations and explore each. The mouse is used to direct the car, and a decision has to be made at each junction. Along the way, though, the police will have left roadblocks which you either run through or turn away from - the former is the best idea, but you risk damage from a bullet in the gas tank or a burst tyre.

ALEX

The first thing that struck me about Nightbreed was the uncanny resemblance to the Cinemaware-style of game. Using a series of sub-games such as running from one of the nasties, you must battle against the seemingly never-ending task ahead of you. I did, however, dislike the idea of restarting again when a wrong decision was made. This made the game one of trial and error. On the whole, a good game that I found quite enjoyable.

Midian. The home of all monsters. So Boone heard, anyway. Following a course of heavy sedation and continual questioning by his psychiatrist,

Decker, Boone had attempted suicide. The atrocities of which he had been accused were the worst he had ever seen. Eleven people had been mutilated, their facial features unrecognisable, and, worst of all, Boone didn't remember doing it. It had been the straw that broke the camel's back, and the straw that had thrown him in front of that lorry. Feeling that he had no place on

this Earth, or in hell or heaven for that matter, Boone had decided to end it all, but his desperate attempt only took him as far as the white rooms of the local hospital. Not everything was bad about the place, though, as it was in the spartan building that he first heard the word 'Midian'. It was Narcisse who told him. A nasty piece of work, with his thumbnails surrounded by curving metal hooks, Narcisse had stood

by the window waiting, and when asked what for he told Boone, of that wonderful place - a place where monsters could go. If Boone was the monster Decker thought he was, surely he could go there too?

Nightbreed - The Interactive Game, puts you in Aaron Boone's shoes. Accused of the murder of eleven people and without a decent alibi to clear your name, you must leave everything behind

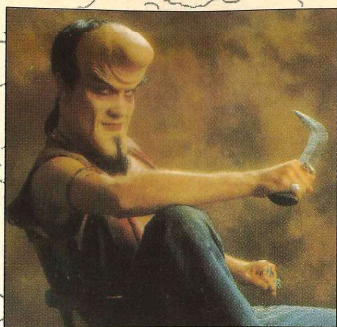
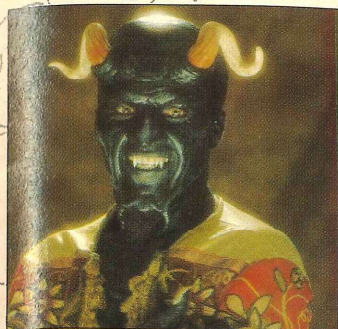
THE INTERACTIVE MOVIE

GRAPHICS

They range from very good to 8-bitesque, but on the whole they work quite well. The stills are particularly effective, but some of the animations are a little weak.

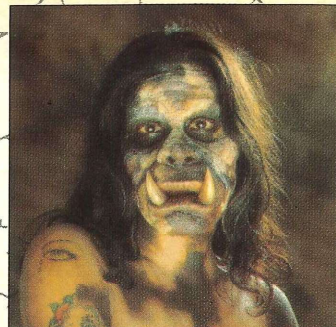
78%

LUDE



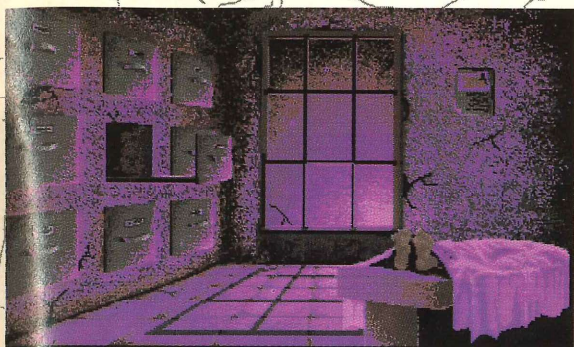
KINSKI

KOLCA THREEFLIES

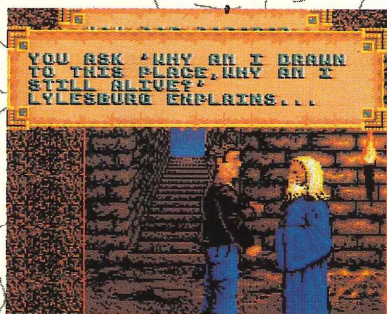
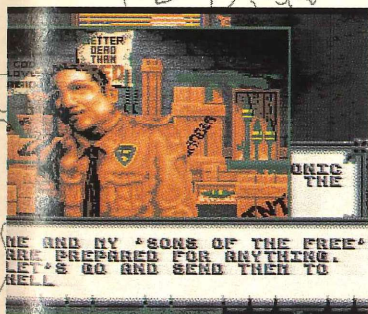


KUSHNIR DAY

■ (Below) Your seemingly dead body is taken to the hospital morgue and is left for an autopsy the following morning. However, Peloquin's bite has breathed new life into your veins, bringing out the 'Breed creature within' you. Smashing the window, you renew your search.



■ (Below) At last you enter Midian, and are greeted by Lylesburg, who explains that when Peloquin bit you, you became a 'breed member. He invites you to take a tour of the underground caverns, but again it is a journey fraught with danger. Decker recruited a likeminded policeman, and has convinced him that the 'breed should be wiped out.



■ (Left) On exploring the area outside Midian's entrance, you once again meet Decker, now hidden behind his 'Mask' alter-ego and menacing your girlfriend, Lori. As he throws knives at you, you must avoid them and ensure that both Lori and yourself are unhurt before the psychopath finally runs off.



■ (Above) Exploring the caverns is effected using a system similar to the one in 'Dungeon Master'. As you make your way through the caverns, you must fight off the misguided policemen and avoid their laser sights - likewise, the caverns are also filled with not-so human dangers.

SOUND

Lots to listen to, with sampled shrieks and other sound effects. Likewise, the game's theme tune is a haunting little number which suits the game perfectly.

77%

you - including your beloved Lori - and head for the fabled city. It's whereabouts are uncertain, but the sketchy details you gained from Narcisse will put you on the right track. However, close behind you are the local police and Decker, who want to interrogate you about the murders, and it seems that every place you run, a murder is committed, and this time you know that you are innocent. Also following, unbeknown to you,

is Lori, who, like you, is looking for Midian. The game begins with you handing yourself over to the Police who in turn bang you away into the local hospital. As the scenes unfold, the story is gradually built up, from the moment you leave hospital, to the occasion you meet the members of Midian society. At regular intervals during the game, you will be asked to complete an arcade section, and these are the

STEVE

The *Nightbreed* film really lends itself to a Cinemaware-style game, but I came away from this effort a little disappointed. The game follows a rigid pattern, with very little variation and to follow the same pattern, noly to lose when you make a wrong decision get very annoying. Similarly, the game's logic is a little odd. As Boone, Decker and Co, pumped me full of bullets and shoved me in the morgue. I escaped, only to have them put me away again - regardless of the fact I was dead! Still, what is there is enjoyable, I just feel it should have been a lot better.

key to completing the game and unveiling the next piece of the story. However, the likes of the xenophobic Decker (who isn't all he seems) and the misguided police are after you and will wipe you, and Midian and its people, off the face of the Earth if they catch up with you or if you put a foot wrong.

*BREED PHOTOS COURTESY OF TITAN BOOKS. Copyright Titan Books 1990.

DOUG

Cabal was a superb book, and the soon to be released film looks to be every bit as good. So, with its wide range of monsters and action-packed plot and subplots, it should also make a good arcade/adventure. That's the theory, but it doesn't quite come off. To be fair, the actual game is quite good. There is a lot to see and do, along with some neat arcade sequences, but the main problem is that it must be tackled in a set pattern - a pattern which soon gets repetitive. If this had been rectified *Nightbreed - The Interactive Game* would have been superb. As it is it's just good.

NIGHTBREED - THE MOVIE

Creating a sprawling city filled with hundreds of creatures from Clive Barker's fevered imagination can't have been easy, but the job was successfully carried off by Image Imagination. Having met up with Barker during Hellraiser and Hellbound, the team was an obvious choice for creating the many shape-shifters the script demanded. Fifty-one people worked on Nightbreed, ranging from make up artists to animatronic people, and between them they created over two-hundred Breed members, ranging from simple characters that appear briefly in the background during scenes and during the final battle, to

impressive race members, such as Baphomet and the dreadlocked Peloquin. Make up for each of these took from three hours for the background Breed to seven hours for Baphomet, as well as having to deal with these make ups, other special effects, such as Babette's transformation and the Berserker suits.

One thing that they wanted to ensure throughout was that, despite their appearance, not all the Breed are as evil as they look. In fact, Barker had given each creature a biography, and only Peloquin was truly bad - a sort of Breed womaniser, in fact! Similarly, it was Peloquin who bit Boone turning him into Cabal, and



Lylesburg, Peloquin, and co. argue with Cabal/Boone as he pleads to rescue Lori from The Mask.

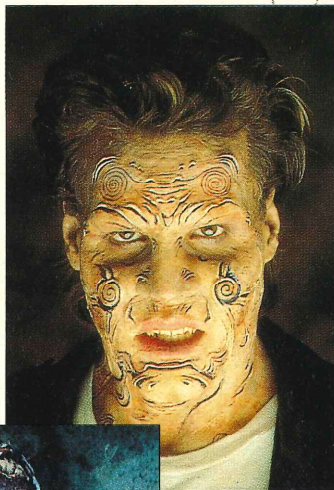
Image reflected this by making his make up similar in style to that of Peloquin's. With so much in the film, it is very easy to get blasé about the many monster in Nightbreed and take them for

granted, but with so much effort gone into them it is a great pity - go and see the film and have your mind blown!



(Above) Amongst horror film buffs, David Cronenberg's portrayal of Decker was a casting coup rivalled only by Jack Nicholson's Joker.

(Right & below) A lot of care was taken when the make ups were put together. For instance, when Peloquin bites Boone, Barker wanted Boone/Cabal's markings to indicate this - hence, Boone's make up wasn't as extravagant, but reflects Peloquin's features.



THE MAN HIMSELF

(Above) Clive Barker, master of the 'new wave of horror' and billed as the next Stephen King.

Liverpudlian, Clive Barker, is the man responsible for the brilliant Books Of Blood series along with Weaveworld, The Damnation

Game, and Cabal - the story on which Nightbreed is based. In addition to his talents as an author, he is also a talented artist and has drawn the covers for each of the six Books Of Blood and designed many of the weird creatures that can be found in Midian. Nightbreed is his second film as a Director, and he entered this new field having not been happy with movie versions of two of his books. Underworld and Rawhead Rex (both of which he is loathe to discuss) were lack-lustre films, which both saw the light of day on video when Hellraiser was released, and neither are worth the rental price. Deciding that no-one would butcher his stuff again, he took the brave step of directing Hellraiser, an adaptation of his short story 'The Hellbound Heart', and a film that promised it 'Would Tear Your Soul Apart'. Introducing the Cenobites, a strange race who

exist in the borders of hell, torturing any who solve a complicated Rubik's Cube-style puzzle, the film explored the hellish world of the Cenobites, and one man's wish to escape their domain. After that, the Cenobites - including the now-popular Pinhead - returned, in Hellbound: Hellraiser II, although Barker had a smaller part in the direction of this film. Finally, after months of preparation, he returned to the field with Nightbreed, the biggest monster movie for a long time, boasting well over a hundred strange creatures, and introducing another movie director, David Cronenberg (The Fly, The Brood, and Dead Ringers), as the lead psycho, Decker. The film is released in September and is reckoned to be the best genre movie for ages (despite a dreadful States-side ad campaign), so make sure that you see it!

ARNIES

INSIDE TRADING

AMIGA ONLY

KICK OFF II

This has got to be my all-time fave game, and judging by your many tips, it is yours, too. Well, sender of the most concise tips is Martin Calladine, whose address is unknown (I hope he knows where he lives!). OK, here we go...

Scoring: There is no set method, but these often prove effective.

1. As soon as you get the ball, run slightly to the left or right of the centre spot and curl a shot past the 'keeper as you enter the penalty area.

2. Curve a long ball from the centre spot, and then smack the shot straight past the goalie with an attacker.

3. Get the ball, and run at the 'keeper from a diagonal position. Boot the ball, and it will either go in or rebound for a second try.

4. When you dribble towards the opponents' goal, just as you leave the centre circle do a large chip and it should sail past the 'keeper. If not, it'll either go over the top or be saved, in the event of which follow up the shot with a slam in the net.

Penalties: A doddle, really. Just hit the firebutton when the arrow is in the centre of the goal. Be careful, though, not to keep it held down for too long, or it'll whizz over the bar. Saving, though, is not so easy, but there is a cheat. As soon as the ball is kicked, press the 'action replay' button, before the replay starts, you'll have an indication as to which way to dive. Hit the 'slow motion' key, and as the replay comes to an end, you will know where to wait for the ball. When the replay ends, you will automatically dive, and will save the ball nearly every time.

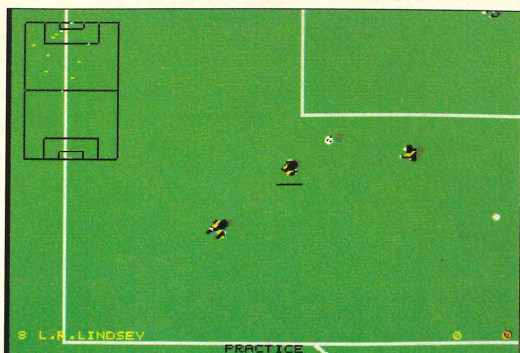
Corners: The secret of corners is to imagine that the icon is the ball you are going to kick. Thus, if you kick it at the bottom it will float up, kick it at the top it'll roll along the ground.

A. In-swing along the ground. B. Straight along the ground. C. Out-swing along ground. D. In-swing - medium height. E. Straight shot - medium height. F. Out-swing - medium height. G. In-swing - crossbar height. H. Straight - crossbar height. I. Out-swing - crossbar height.

In order to get a low ball into the area or to the goal, they should be hit hard. Floaters should only be hit at half-power.

Free Kicks Hit the ball along the ground and tap the button for an after-touch. It'll either go straight in or hit a defender and be deflected in or saved. Don't bother trying to get it over the 'keeper, it rarely works.

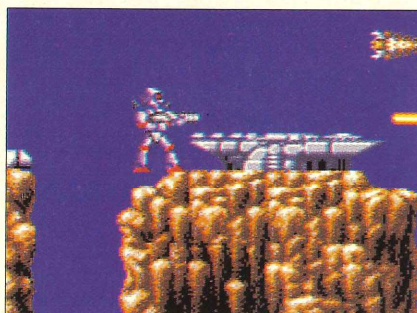
Player Selection There isn't a great difference between the players, and reserve forward will be OK in goal - sometime even better than the actual 'keepers. Using this knowledge, experiment a bit to find players with hidden talents.



FLOOD

Following the few we printed last month, here is a complete list of Flood's passwords:

1. Frog 2. Year 3. Quif 4. Long 5. Word 6. Fred 7. Wine 8. Grip 9. Trap 10. Thud 11. Frak 12. Vine 13. Jump 14. Nill 15. Four 16. Grit 17. Zing 18. Jing 19. Lido 20. Pool 21. Hate 22. Reed 23. Lime 24. Quid 25. Wing 26. Flee 27. Giga 28. Head 29. Loop 30. Sing 31. Joux 32. Pink 33. Gogo 34. Lets 35. Quad 36. Bril 37. Eggs 38. Hens 39. Nail 40. Soap 41. Foam 42. Meek



KLAX

This is a horribly addictive game. Still, this should ruin its playability, as there is a cheat that allows you to skip to the final stage. Keep playing, but hold down the spacebar and the '4' key on the main keyboard. Voila! You will now warp to the final level, where you'll stand a better chance of completing the game. Thanks go to Ian Ames for that 'un.

BACK TO THE FUTURE II

Having trouble with this dire movie tie-in? Then fear no longer, and help Marty by pausing the game and entering this cheat. Once the game is paused, type in THE ONLY NEAT THING TO DO (with spaces). The game will now restart, and you will have infinite McFlays.

TURRICAN

I reckon that this should have scored a lot higher. Still, that's what you get for working with two miseries! Oh well, if you are having trouble with this enormous game and dearly wish to play the later levels, simply follow this advice from Adrian Frost. Play the game and get a high-score, but instead of entering your name, type in the word BLUESMOBIL. A message will appear on the high-score table saying something like 'That's It', and you will start the game with 99 lives - more than enough to complete the game.

MONTY PYTHON

If the Ministry of Silly Walks and the Spanish Inquisition are giving you a headache - then worry no more! Steve Wooley, has found out that if you enter the word SEMPRINI on the high-score table you will be able to start on the last level you died on. Easy, huh!

VENUS

Although this proved playable, I found it a little repetitive for my liking. Oh well, STA's very own Alan Bunker has played it to death, and we've nicked the passwords, so that you can use them in the comfort of your own home. They are:

Mantids - Ice Wastes. Cicadas - Dead City.
Psyllids - Wood World. Pierids - Kaverns.
Satyrid - Death Valley
Lycaenid - Creeping Swamp

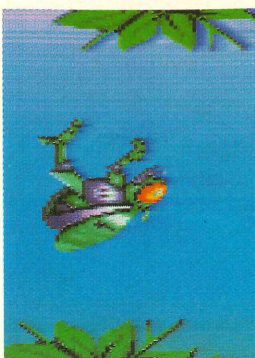


POKES

CORNER

So here we have it another month and another brilliant selection of Mark Lawrence hacks. This month, Venus, Rotox, Resolution 101, and Treasure Trap get pulled apart so that you lucky people can have as many lives as necessary to complete them. Full instructions are included in the listings, so happy cheating!

AMIGA ONLY

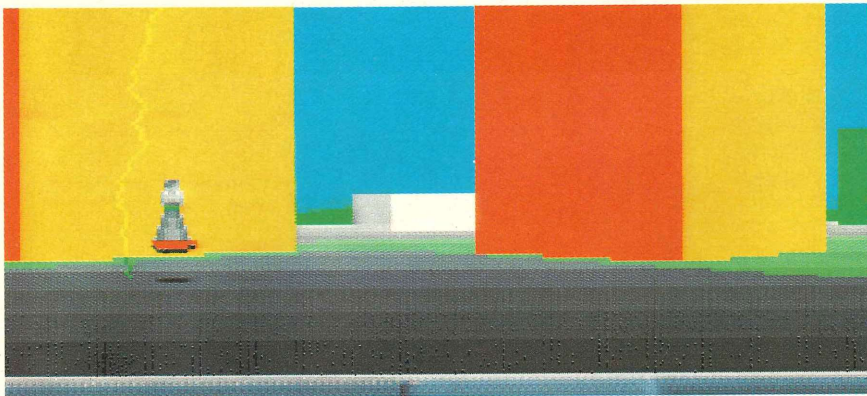


VENUS - GREMLIN

```
10 REM Pokes for Venus
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 143
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0050,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,3B7C,01FF,0028,2B7C,6000,02BA
200 DATA 0090,41ED,034C,45FA,0020,7033,30DA,51C8
210 DATA FFFC,4EED,000C,7472,6163,6B64,6973,6B2E
220 DATA 6465,7669,6365,0000,41FA,001A,43F9,0007
230 DATA 0590,2349,FD04,7025,32D8,51C8,FFFC,4EF9
235 DATA 0007,0000
245 REM Delete 250 if you don't want infinite lives
250 DATA 33FC,4A39,0000,D3DE,31FC,4A39,0892
255 REM Delete 260 if you don't want to keep your
    weapon when killed
260 DATA 31FC,4E71,086C
265 REM Delete 270 if you don't want infinite ammo
270 DATA 4278,7728
275 REM Must include lines 280,290 and 300
280 DATA 41F8,112C,4CFA,007F,0016,48D0,007F,21FC
285 DATA 4E71,4EB9,1030,21C8,1034,4EF8,0402
290 DATA 41F9,0000,8ECF,7001
295 REM Lines 310-320 give you weapons at the start
    but you must collect
300 REM Ammo.Change 10C0 to 5288 if you don't want
    the weapon
305 REM line 310 gives normal shot.
310 DATA 10C0
315 REM line 320 gives Big Shot.
320 DATA 10C0
325 REM line 330 gives 3-Way.
330 DATA 10C0
335 REM line 340 gives Mortar.
340 DATA 10C0
345 REM line 350 gives Beam Up.
350 DATA 10C0
355 REM line 360 gives 4-Way.
360 DATA 10C0
365 REM There are 18 zero's below
370 DATA 4E75,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
380 REM Type this routine into Basic and insert your
    Venus
390 REM disk then run this program.
```

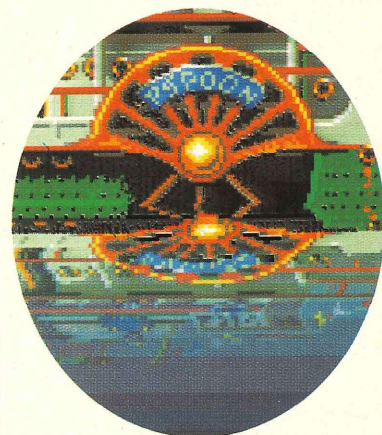
RESOLUTION 101 - MILLENIUM

```
10 REM Pokes for Resolution 101
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 137
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0042,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,0056,45FA,0020,7034,30DA
200 DATA 51C8,FFFC,4EED,000C,7472,6163,6B64,6973
210 DATA 6B2E,6465,7669,6365,0000,41FA,0010,43EB
220 DATA 006E,702B,32D8,51C8,FFFC,4ED3,7000,323C
230 DATA 02A4,343C,00BA,7600,43EF,2000,307C,2FE4
240 DATA 6144,4A40,66E6,3E7C,0800,307C,2FE4,6100
250 DATA 0840,207C,0000,FA50
255 REM Delete line 260 if you don't want all
    weapons
260 DATA 30BC,0003,217C,0024,0040,0002,317C,0007,000C
270 REM Delete lines 280 and 290 if you don't
    want infinite energy
280 DATA 31FC,4A79,7804,317C,4A79,9964,4268,8758
290 DATA 4268,8C88,4268,8C90
300 DATA 4EF8,3000,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
310 REM Type this program into Basic and insert
    your Resolution
320 REM 101 disk then run this program.
```



ROTOX - U.S. GOLD

```
10 REM pokes for Rotox
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 147
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C(SADD("&D0:ROTOX":CHR$(0)))
90 REM *****
110 DATA 48E7,FFFE,6100,00C6,222F,0040,243C,0000
120 DATA 03EE,4EAE,FFE2,4A80,6718,2F00,263C,0000
130 DATA 00EC,41FA,0018,7ED0,6100,00BE,221F,4EAE
140 DATA FFDC,6100,008E,4CDF,7FFF,4E75,0000,03F3
150 DATA 0000,0000,0000,0001,0000,0000,0000,0000
160 DATA 0000,0032,0000,03E9,0000,0032,48E7,8080
170 DATA 616A,7ED0,6178,7ED6,6174,487A,00B1,221F
180 DATA 4EAE,FF6A,E588,2A40,588D,41FA,000E,2B48
190 DATA 0038,3B7C,4EF9,0036,4ED5,2069,0040,41E8
200 DATA 7E00,7001
205 REM Change 317C to 6004 if you don't want
    infinite lives
210 DATA 317C,4A79,34D6
215 REM Change 317C in line 230 to 6010 if you
    don't want to keep your weapons when killed
220 REM
230 DATA 317C,4E75,4330,317C,6016,52DA,317C,4E75,61D4
235 REM Change 3140 to 4268 if you don't want weapon 1
240 DATA 3140,624E
245 REM Change 3140 to 4268 if you don't want weapon 2
250 DATA 3140,625E
255 REM Change 3140 to 4268 if you don't want weapon 3
260 DATA 3140,626E
265 REM Change 3140 to 4268 if you don't want weapon 4
270 DATA 3140,627E
280 DATA 4CDF,7FFF,4E75,224E,2C78,0004,4EEE,FE62
290 DATA 2C78,0004,43FA,003F,7000,4EAE,FDD8,2C40
300 DATA 4E75,4EB6,70F4,41FA,000C,7621,2200,2408
310 DATA 4EF6,7000,0C49,6E73,6572,7420,6761,6D65
320 DATA 2064,6973,6B20,616E,6420,6869,7420,5245
330 DATA 5455,524E,0064,6F73,2E6C,6962,7261,7279
340 DATA 0072,6F74,6F78,0000,0000,03F2
350 REM Type this program into Basic and insert a
    blank disk
360 REM into drive df0:.Now run this program to
    create a file
370 REM ROTOX which must be run from the CLI by
    typing
380 REM ROTOX
```



TREASURE TRAP - ELECTRONIC ZOO

```
10 REM Infinite lives for Treasure Trap
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 129
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 IF T<16450096 THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0048,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,3B7C,6004,01E8,41ED,01EE,45FA
200 DATA 0020,7029,30DA,51C8,FFFC,4EED,000C,7472
210 DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
220 DATA 217C,6000,0530,00D2,43E8,0604,45FA,000C
230 DATA 700F,22DA,51C8,FFFC,4ED0,21FC,4EF8,165C
240 DATA 1430,4CFA,06FF,000C,48F8,06FF,165A,4EF8
250 DATA 06FA,4E75,327C,1628,307C,1300,610E,43E8
260 DATA 0122,6108,317C,4A79,3410,4ED0,32FC,4EB9
270 DATA 22DF,4ED0
280 REM Type this routine into Basic and insert
    your Treasure
290 REM Trap disk,then run this program.
```





ASTROLOGY

With the big boss O.S., I've decided to really stick my neck on the old chopping block so I'd appreciate some kind soul writing in and raving about our somewhat s-t-r-e-t-c-h-e-d Astrology page. Oh well . . . here goes.

In case you didn't know, each Astrological sign belongs to one of the four elements. They are **EARTH, AIR, FIRE** and **WATER**. These elements tell us a lot about the essence of a particular type. We look at this in relation to game choices and methods of play.

EARTH

TAURUS, VIRGO, CAPRICORN

These signs will have a strongly grounded and earthbound nature. They will enjoy eating, drinking, physical activities and difficulties to overcome. Their choice of games would be an intense, difficult game that required time and thought. It is the earth's density that they reflect. A serious strategy game, or a top, high-quality simulation would leave earth signs very satisfied.

They enjoy the challenge, and the struggle is more important than the outcome. Earth signs are serious game players.



WATER

PISCES, CANCER, SCORPIO

The water sign is ruled by emotion. These are difficult customers to please. Those ruled by water will demand a greatness, a mystery and a total absorption in their games. They must feel the strength and the intensity of the game. Then, they will truly take on the play. They will demand a well-thought out, intriguing and challenging game that has many levels of play, and many surprises along the way. Only then will they return the energy and time demanded – and they will be great. A good strategy game, or a great simulation will capture the water sign, adventure games must be truly fantastic and clever or they will be passed over quickly.



FIRE

ARIES, LEO, SAGITTARIUS

The energetic fire sign is a great consumer and lover of life. The fire sign needs purpose and then they will give their full enthusiasm and energy. The fire signs will play fast and furiously with great excitement and passion. They will be drawn towards great adventure action and arcade games, where they can show off their speed and skill. A challenge and a decent pace is all they need to get them going, and once the fire has been lit . . . well, there's no stopping them.



AIR

AQUARIUS, GEMINI, LIBRA

The air signs live way up in the intellect. They have a lightness about them. They are interested in the social and the intellectual. They tend to be fair minded and they like to be part of something. A multi level good and exciting adventure game that executes some form of justice will appeal to the air signs. They will however tend to lose interest and concentration unless their intellect is continuously being challenged. A well executed strategy game will also capture the flighty minds of the air sign who will greatly enjoy the element of fantasy.





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THE NEW BATCH

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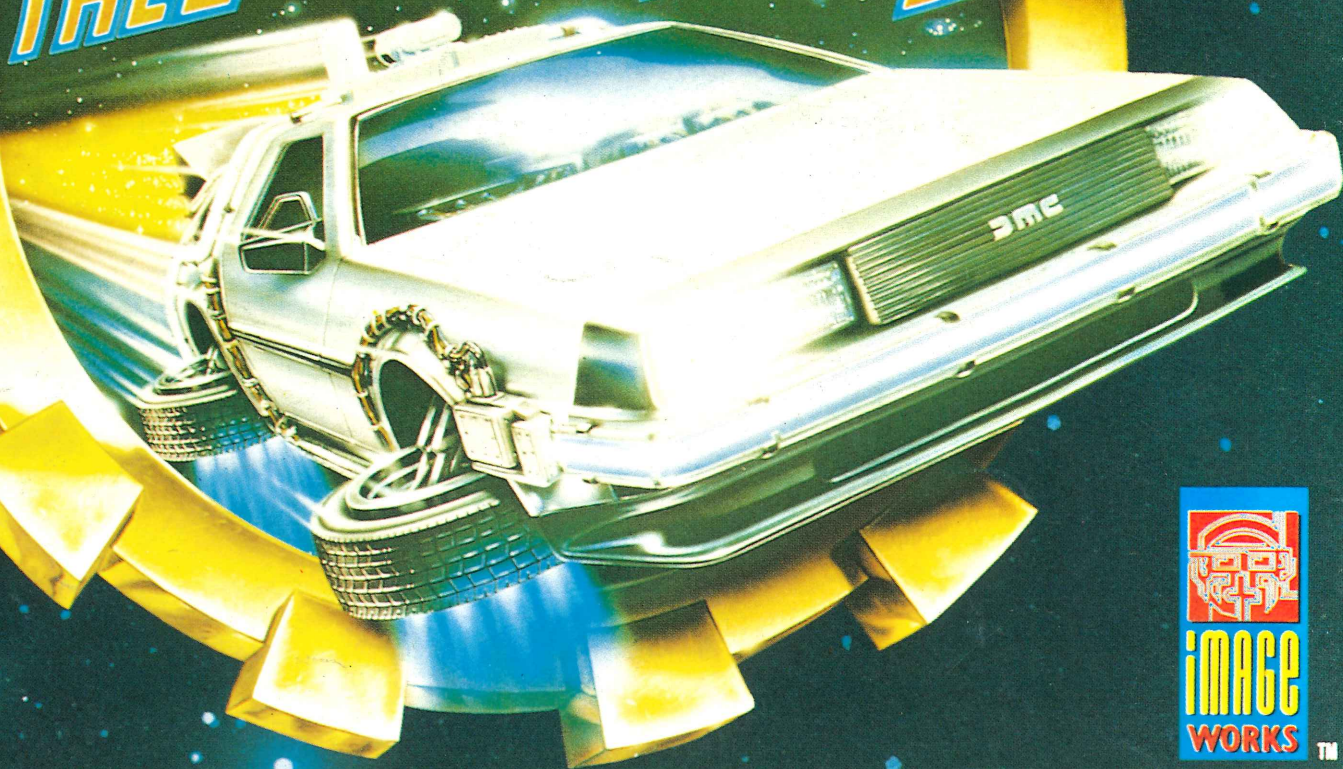
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BACK TO THE FUTURE II

/// PART II



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